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27 Pages · The System · The Launch Games
How It Will Change The Internet Forever

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Turok: Rage Wars · Rainbow Six · Soul Calibur
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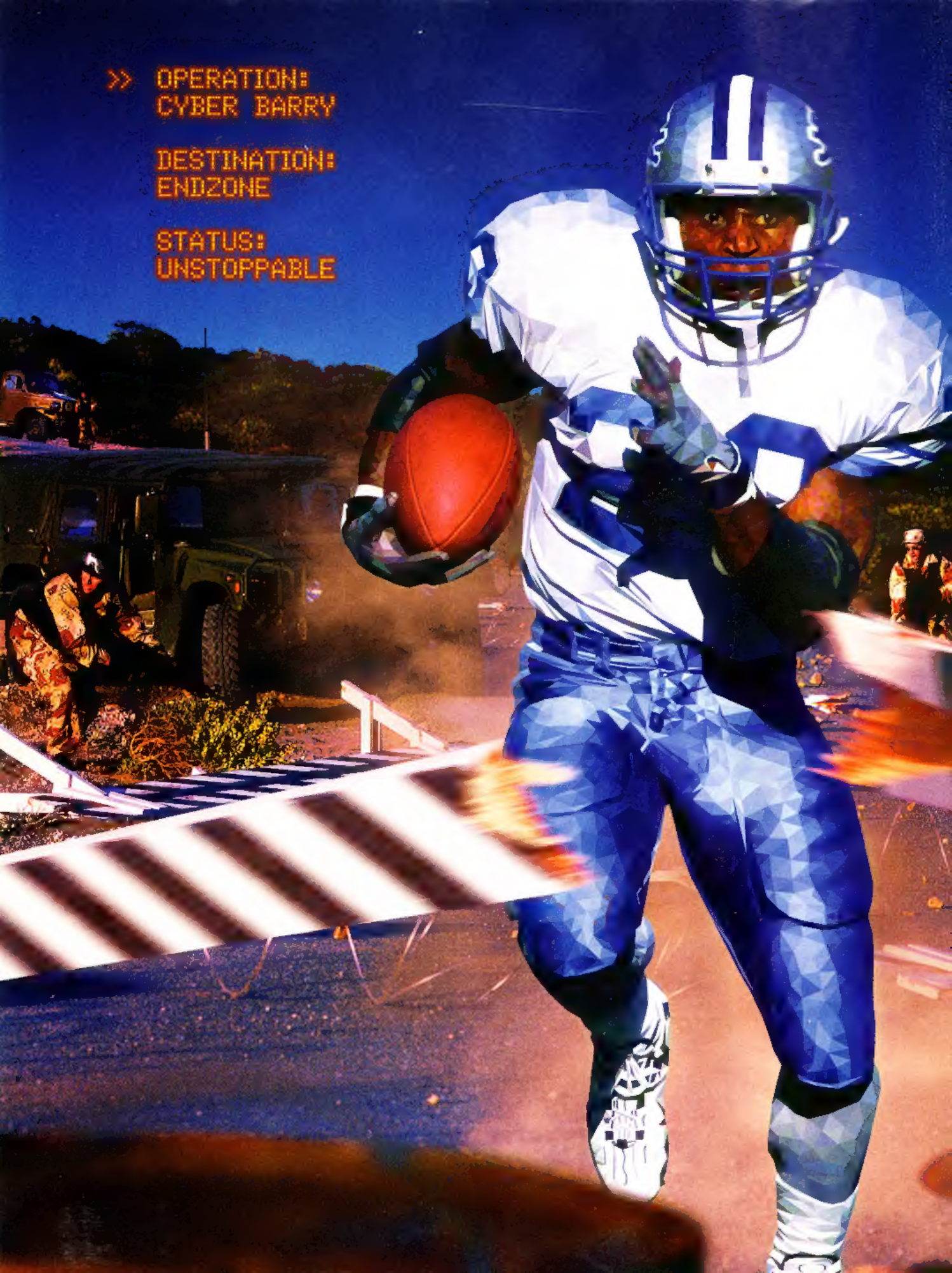




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PlayStation

NINTENDO 64

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By John Davison • john_davison@zd.com



The Biggest Launch In History?

Can you tell that we're pretty excited about the Dreamcast? After months of speculation, and a host of not terribly impressive showings in Japan, it seems that Sega of America has its act more than together for 9/9/99. **There are 24 games set for day one (as we go to press) and there's hardly a duff one on the list.** Having spent a lot of time with the guys at Sega, and having sent reporters out to game stores around the country we can report, with hands on hearts, that America is ready for the Dreamcast...and the Dreamcast is ready for America. Judging from the responses to our online surveys, to our Question of the Moment on the Letters page, and to the questions we posed to people in the street, **there is an overwhelming feeling that this thing is going to be big.** Sure, everyone has reservations because of Sega's history (32x, Sega CD...) and a lot of you seem concerned that PlayStation 2 and Dolphin are going to come in and pull the carpet from underneath the DC, but one look at Soul Calibur is usually enough to make people feel better about things. The power of the system really is incredible, and after playing many of the impressive launch games, it does make going back to grainy-looking PlayStation games pretty hard for a while.

Our huge feature also covers some ground that we've not been able to talk about before, with a lot of focus on Sega's online strategy. If all goes according to plan, the Dreamcast should be significant as more than just a games machine. There's a good chance that it will change the way home users access the Internet. It's cheap, effective and fast...and when you factor in some of the ideas for the huge multiplayer games due next year, **Sega may well get more people online than Apple did when it launched the iMac.**

"America is ready for the Dreamcast...and the Dreamcst is ready for America."

System launches are always exciting...but this one is moreso than most. Sega is returning, and it's make or break time.

John Davison

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James Mielke

Affectionately referred to as "The Milkman" or "Milky," young James has been writing for *EGM* for some time now. A native of New York, he's currently the owner of a bar, a car, a ferret, a large collection of import games and every game system known to man. He can drink 24 cans of Squirt in three days.

Gary Mollohan

Previously assistant editor for the *Official U.S. PlayStation Magazine* and now a contributor for his former employer, *www.videogames.com* and *EGM*, his vast knowledge takes in all things "hip," and he loves wrestling. So we let him write about it. Every month.





Andrew 'Wildman' Pfister

Young Andrew is our editorial intern at the moment...which basically means he gets to be our video game love slave for a few months before we send him back to school. Like Silent Bob, he doesn't say much, but when he does it's of the very deepest significance. He knows his stuff too. Which is very helpful.

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16 TOTALLY WHACKED FIGHTERS

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vs.

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HIS MEAT COMES FRESH FROM THE RING



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JET "IRON"
CHIN
YOU WILL CRUMBLE LIKE A FORTUNE COOKIE

vs.

SELENE
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YOU WISH YOU COULD FIGHT LIKE A GIRL



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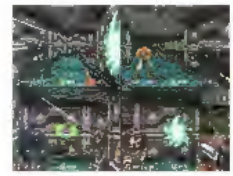
Photo by Rafael Fuchs

The Dreamcast Is Here Sega predicts that the Dreamcast launch on Sept. 9 will mark the most profitable 24 hours in entertainment history. And they're probably right. But we know many of you are still unsure of Sega's system. Our massive cover feature will help you decide whether to buy one of these dream machines or wait for the next round of superconsoles. It starts on **page 168**.



Illustration by Lisa Blackshaw

Why are these big-headed Hollywood freaks dressed up like Final Fantasy characters? **pg 34**



Turok: Rage Wars is a wonderful way to vent your aggression. **pg 96**



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SYSTEM KEY

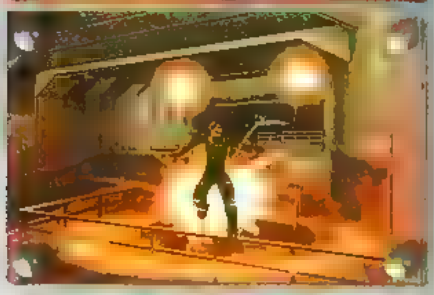
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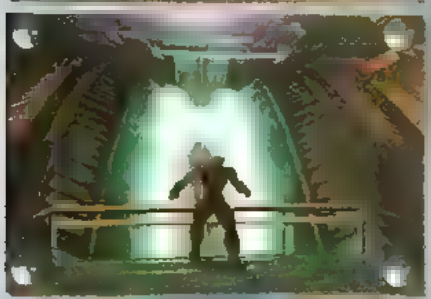

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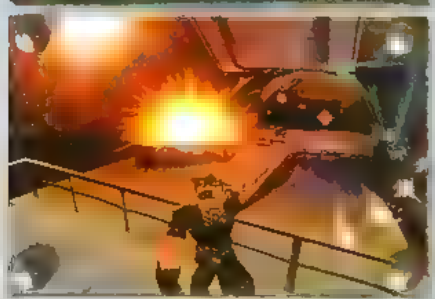
Your partners didn't make it to this mission. So waste anything that moves.













RESIDENT EVIL 2

BIOHAZARD

RP

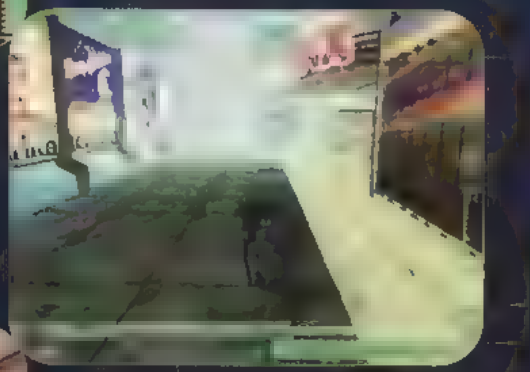
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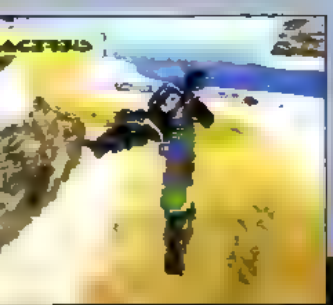


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INTERACTIVE

Letters to the Editors

Boys Vs. Girls

Are girls better physically at games than guys are? I mean, are they better equipped to beat the Bowsers, Dr Wilys and Robotnicks of the world than I am? I used to think I was pretty good at games but then I met my "significant other" who promptly beat me at StarFox and is now kicking my butt at WaveRace. Is she just better equipped physically or do I just suck?

I don't think games should start being tailored for girls... girls just need to start playing more games. If they would just try it they'd like it. Maybe it's just a case of games not being "hip" for girls to play. I hope not because it would be a sad world if that was the case and I think not because all of my chick friends play games and love them. Maybe they should start more advertising campaigns directed at female gamers or placing ads in more "chicky" magazines. I really hate it when she beats me but I like it too... it keeps me competitive and I like having an opponent I hate and love at the same time.

tolkien64@yahoo.com

Girls Vs. Boys

OK, I'm writing because my boyfriend (e-mail: tolkien64@yahoo.com) just told me that he wrote and asked you guys if "girls are physically equipped better than guys" (or something like that) to play video games. He gripped that I beat him at StarFox and WaveRace (he didn't mention countless other games). Well, not just beat him kicked the crap out of him. That's such a load of bull. I just because I'm as good at video games, if not better, than him (or, in general, any guy, but this is specifically aimed at him for now)



doesn't mean it's only because I'm "better equipped" which, by the way, I'm not. He should accept that I'm a good player, and that the ass-kicking he received was given fairly, by practice and hard work alone. I just thought that if you printed his letter, this would be a nice follow-up from a female perspective. And if you do happen to find out that females are better equipped, it would be good for my side of things if you withheld it.

Rachel Richison
maurge@yahoo.com

We're not entirely sure what you might mean by being "better equipped" but we do know that guys and girls are better at different kinds of games. In a lot of psychological studies conducted over the years it has been proven that girls are better at spatial reasoning tasks than most guys (and this is somewhat proven by most women's amazing abilities with games like Tetris and Bust-A-Move). On the flip side, guys tend to (generally) have somewhat quicker reaction times. This isn't always the

LETTER OF THE MONTH

NightmareCast?

Will the Dreamcast save Sega? Only time will tell, but from the way things are going already, I think I know. Many might have hoped for a great system from Sega, but what they got was a product with many flaws, and a competitor that had it beat in every department. After a few years, Sega threw in the towel, and began to concentrate its efforts on making a next-gen system that would come out before Sony and Nintendo could put anything new on the market. They succeeded, but at what cost? Sega's new system will come out earlier than all the other systems, but it will still be at a disadvantage. Not only will PlayStation 2 and Dolphin be better than Dreamcast, they will be light-years ahead. Sega gets little help by coming out early, and that was possibly their only advantage. Sega is also probably hoping that by remaking games like Ecco The Dolphin, and releasing new versions of Sonic The Hedgehog they can get support from long-time Sega gamers. This might help a little, but the problem is that the long-time Sega gamers are the people Sega hurt the most when they released the Saturn. Many might not want to take a chance on Sega again. If the recent polls mean anything, Sega is really in trouble. Interest in the system is down now that Sony and Nintendo have announced their new systems, and gamers would rather wait a year than spend their money on a system that promises little in the future. Unless something is done, the dream Sega cast will become a nightmare.

Chris Vinyard
teeboo11@aol.com

In truth Chris, you're probably being a little melodramatic. As this month's cover feature illustrates, the Dreamcast is the most exciting thing to happen to video gaming for a couple of years. Sure, the PS2 and the Dolphin will be more powerful machines—but the games Sega is bringing us this year all look superb. Can we suggest you stop worrying about the past and just enjoy the games? They are, after all, what is most important. Playing online is going to be a blast.

Congratulations. You win an InterAct controller. You will be receiving a Barracuda (PS), an Eclipse Stick (SAT) or a SharkPad Pro 64³ (N64).

See page 24 for official rules.




L2
LEVI'S

495

The number of letters we received this month, simply commenting about the Dreamcast. Our "Question of the Moment" inspired another 500 more.

case though—and there are a lot of girls out there who can kick anyone's ass at a range of games. Just check out the Quake community on the PC. To be completely honest with you Rachel—it looks like you whupped your boyfriend's ass fair and square, and he never did give us his name so we could address him directly. Good for you. There are a lot of like-minded girls out there who you might want to hook up with. Check out our friend Nikki Douglas' Web site, **www.grrlgamer.com** for chat, news and editorial aimed fairly and squarely at girls just like you.

Um...OK

I am disgusted with your magazine's bias against Sega. In your latest issue, you praise Nintendo and Sony for systems that not only have you never played, but you've never even seen! Disgusting! Is this what you call journalistic integrity? Informing your readers without bias? Inexcusable! I will NEVER buy, borrow or read another issue of your has-been publication, and I'm not the only one.

piccolo9@tampabay.rr.com

Go away, grow up and come back and have another go when you have something more mature to offer. You're going to miss out this month if you really do feel so strongly. We've got more Dreamcast coverage this month than *EGM* has ever given to any system at a launch. As for the Sony and Nintendo machines...if you read our articles in recent months closely, you'll know that we have played games on the PlayStation 2—we were some of the only people in the world to get hands-on time with Gran Turismo for the system back in March. As for Nintendo's machine, we simply reported on what can only be described as a very exciting prospect.

Perfect Game?

I am so psyched about Perfect Dark. I read your preview 10 times. Me and my buddy went up to our local video game store and bought a Game Boy Camera just for the upcoming game.

"He should accept that I'm a good player, and that the ass-kicking he received was given fairly, by practice and hard work alone."

The possibilities are endless, you could play as any character in the world—your neighbors, the president and just about anything you could think of. But the thing that gets to me is the quality of the picture. Have you seen the results of a face map? Does it look blurry, undetailed or any problems?

Ken Carbonaro
fuelsunburn@juno.com

From what we've seen so far, the system looks to work really well. What makes the difference though is the fact that the game includes a simple paint package that allows you to make your face look however you want. Once the image is imported from the Game Boy Camera, you choose a body to attach it to, and then you can adjust the coloring accordingly. Once you've done this you can alter the hairstyle, add glasses or scars...or even weird face paint if you have a wrestler fetish. The end result should look just as effective as the image of the lovely Joanna Dark above.



"I am so psyched about Perfect Dark. I read your preview 10 times."

Love Is In the Air

Last month you guys said you hope that the "survival horror" genre doesn't get milked like most other genres, and I who eheartedly agree. What I find upsetting is that here in the U.S. there is one genre that hasn't even gotten the chance to be "milked" yet. What do I refer to? Love sims. One of the most addicting genres I have found to date. In case you haven't heard of them, the object of most of these games is to either fall in love or get somebody else

Question of the Moment

Are you going to buy a Dreamcast on 9/9/99? If not, why not?

With Sega's dominance in the arcade market and video game know-how, what's the worst that can happen?

kirving@shrike.depaul.edu

No, why should I spend $200 on a system that they're going to leave a year later? I bought the 32x, for about $200, lifetime about a year. Bought a Sega CD for about $200, lifetime about a year. Bought a Saturn $400, I bet me about a couple of years. Notice the trend?

sonypsxrocks@yahoo.com

Yes. Duh? Whoever is going to wait for the PlayStation 2 is stupid.

littlefooch@yahoo.com

I'm not going to buy a Dreamcast right when it comes out. I think I'm going to wait for the first price cut to see if Sega has what it takes to win me back after the whole Saturn thing.

dizzydrone@aol.com

It looks like the sweetest game system ever.

Robb Isaacs
Robb_64@hotmail.com

Yes, I already pre-ordered the Monster. Say bye-bye blurry graphics and hello detail.

andrew53189@yahoo.com

Next Month's Question of the Moment:
Which superhero would you most like to see in a video game?
Send your short but sweet responses to: EGM@zd.com with the subject heading: Superhero



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TUNES .com

Kid Rock appears courtesy of Lava/Atlantic Records. Photo by Joseph Cultice



You can write EGM at:

EGM Letters
P.O. Box 3338
Oak Brook, IL 60522-3338
e-mail: EGM@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

to fall in love with you. Sound boring. HELL NO! One game in particular is Tokimeki Memorial which recently got for the SNES. The only problem is that I can't find any English versions anywhere so I'm forced to play a great game I can't even understand, but there is the best part. You don't have to understand the game to be addicted to it. I'm hoping this letter will shed a little exposure on this neglected genre in hopes an English version will someday make it there. You know what I mean? Right?

Justin Torres
jj2tkw@execpc.com

Our boy Chris Johnston is with you on this one, but we're pretty sure most U.S. publishers will let this phenomenon remain uniquely Japanese.

Shawn = Kurt?

Is it just me or does Shawn look like the late, great Kurt Cobain with his long hair and goatee?

sarah_rose21@yahoo.com





I've heard this before. True, I do enjoy fumbling with a guitar and true, I sing Nirvana songs sometimes, but...
a) I've never used heroin
b) long hair and goatees are quite common (John D. can attest to this).
So I think that pretty much clears things up.

—Shawn

You're also not dead. Which is fairly important.

—John D

Megabits or Megabytes?

I just read your Resident Evil 2 preview in issue #121 and all I have to say is, "HUH?" You said that RE2 is 64 megabytes, twice the size as The Legend of Zelda: Ocarina of Time. If I'm not mistaken Zelda was 256 megabytes and there has been many others that were 128 and 256 megabytes. So what's the deal?

ryan_maassen@hotmail.com

When we said that RE2 would be a 64MB cart...this means that it would actually be 512 megabits. If you recall your computer science classes at school, a byte is equal to eight bits (a bit being simply either a one or a zero)...therefore one megabyte is eight megabits. Scale it up, and there's the reason for the confusion. Why are carts measured in megabits? We guess it's because it sounds more impressive!

"I'm forced to play a great game I can't even understand."

Sherry Birkin

You guys really goofed this time. In the Resident Evil feature in last month's issue, you erroneously printed "Sherry Wong." She was actually the daughter of the scientist who developed the G Virus. Her last name was "Birkin."

Thomas Stefanski
tsefanski@earthlink.net

Crispin has been punished severely for his factual slip-up. He has been forced to play Superman for extended periods of time without breaks. All 176 of you who e-mailed us...thank you. You may stop now.

LETTER FACTS

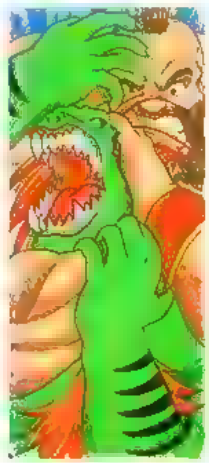
- **Number of e-mails about Dreamcast: 995**
- **Number of people complaining about Sega bias: 4**
- **E-mails about Shawn: 3**
- **Number of people who ignore basic spelling and grammar rules when writing to us: A lot**

LETTER ART

WINNER

Chao Sen Chen
Brooklyn, NY

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type, with your own unique touch. Send your letter art to:



EGM Letter Art
PO Box 3338
Oak Brook, IL
60522-3338

(All entries become the property of ZD Inc. and will not be returned!)

Close, but no controller

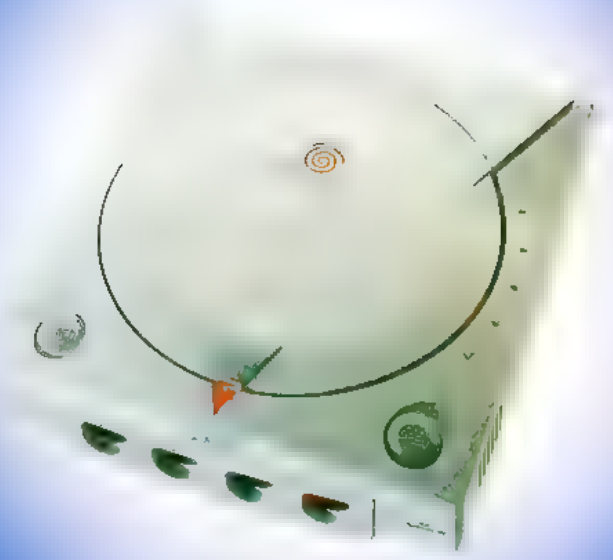
Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days—so don't miss out!



Christopher DeGuzman, Aurora, CO



Marcus Dillard, Hollywood, FL



THIS IS THE HEART.


TEEN
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THIS IS THE SOUL.

SOULCALIBUR







Dreamcast owner of the Sega Dreamcast™ Soul Ca

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NINTENDO 64

Sega Dreamcast

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TEEN
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NINTENDO64

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oke tracks, not apologies. Rip across ice, snow, water, nd and the bodies of whoever gets in your way. Nail ver 50 insane tricks. Slam to Rob Zombie, Econoline Crush, Dom & Roland, Uberzone, and E-Z Rollers. Slow down to admire the landscape and you'll be buried in it.



ELECTRONIC ARTS

SLED STORM

www.sledstorm.com

By Chris Johnston chris_johnston@zd.com

No Longer Fantasy



Illustration By Lisa Blackshear

Square's Final Fantasy series has captivated millions of gamers for years. In 2001, Square will try to work the same magic that has reeled in gamers with movie audiences. That's when *Final Fantasy The Movie* is scheduled to hit theaters around the world.

The list of actors who will be providing voices for the movie were recently announced, and include such heavyweights as Alec Baldwin (*The Hunt for Red October*) and Ving Rhames (*Mission Impossible*). Other cast members include Ming-na Wen (*Mulan*), James Woods (*Contact*), Donald Sutherland (*Buffy the Vampire Slayer*), Steve Buscemi (*Armageddon*) and Peri Gilpin (*Frasier*). A lot of big names for a movie based around a video game world, eh?



The PlayStation 2 demo of this old man, known affectionately as Charlie, is one of the characters reportedly in the FF movie. Will Donald Sutherland give him a voice?

The $70 million project is currently under way at Square's Hawaii-based studios, although it won't be out for another two years. Don't expect to see characters you know from previous Final Fantasy games, as the movie will star a whole new cast of characters. It's expected that a game following the events of the movie will be released simultaneously, but that's still a rumor at this point. Just seeing Chocobos on the big screen will be enough to make Square fans get weak at the knees.

If that's not enough Square for you, Final Fantasy VIII will hit the U.S. on Sept. 7 (just two days before Dreamcast touches down), with Anthology following it in October. The release of Final Fantasy Anthology will not only include Final Fantasy V (never released in the U.S.) and VI (II in the U.S.), but also a soundtrack CD of selected favorites from both games. Square recently held a poll on its Web site to determine which songs fans wanted to see on the CD.

Final Fantasy VI, arguably the PlayStation's most popular RPG to date, was recently added to Sony's lineup of Greatest Hits games. The three CD quest can now be found wherever PlayStation games are sold for a mere $20-25. If you missed it the first time around, it might be worth playing before Final Fantasy VIII comes out.

www.squaresoft.com



WHO'S WHO

Before Crash Bandicoot landed on the scene, this blocky-looking guy (called Polygon Man) was the first mascot for the PlayStation. He was abandoned as the spokesperson shortly thereafter because of his gibberish-talkin' ways.

PIXEL FLICKS

Mario at the Movies

Tron (1982) - **The grandaddy of them all! Excellent story of a computer whiz who gets "inside" a mainframe to steal back the video games he created.**

Joysticks (1983) - **Cult film "legend" Joe Don Baker (Mitchell!) in a classic story of parents trying to put the smack down on kids playing too many video games.**

Cloak & Dagger (1984) - **E.T.'s Henry Thomas teams up with Dabney Coleman for a game of espionage that turns into reality.**



The Last Starfighter (1985) - **Arguably the best of the video game films, where an ace game player saves the universe from doom.**

The Wizard (1989) - **Remember when Fred Savage was cool? OK, maybe not, but this movie gave people a first look at Super Mario 3.**

Super Mario Bros. (1993) - **Bob Hoskins and John Leguizamo star in this poor attempt to bring the duo to the big screen.**

Street Fighter: The Movie (1994) - **Join Raul Julia (in his last movie) and Jean-Claude Van Damme in another poorly scripted version of a popular game.**

It's Raining Pokémon

There's some good and bad news this month in the world of Pokémon. First, the bad: Pokémon Stadium, originally scheduled for release this October, has been delayed until March 2000. The reason for the delay? According to Nintendo, it's to spread out the lineup of Pokémon games so fans will have something to look forward to early next year (as if Pokémon Gold and Silver aren't enough). So until then, keep training your Pokemon, as soon as you know it, it'll be March and you'll get to battle them in 3D.

Now the good news: along with the release of Pokémon Yellow in the U.S. on Oct. 25, Nintendo will release a special limited edition Game Boy Color. This will only be available in a bundle with Pokémon Yellow for $109.95. The look of this particular GBC is very similar to one released earlier this year to commemorate the two year anniversary of Pokémon in Japan. That particular one was sold only at the two Pokémon Center stores in Japan (Osaka and Tokyo).



The U.S. limited-edition Pokémon GBC (left), the Japanese Pokémon Center GBC (right) and the Pokémon TV series soundtrack.

If that wasn't enough, the Pokémon album has hit store shelves. It's called Pokémon 2.B.A. Master and has 13 tracks like the show's opening theme, Pokérap, "What kind of Pokémon Are You?" "Double Trouble (Team Rocket)" and more. The songs will be featured as music videos this fall in place of the Pokérap. More good news to report along the Pokémon front: *Pikachu's Summer Vacation*, the short movie that played along with *Mewtwo Strikes Back* in Japanese theaters will accompany it in the U.S. too!

www.pokemon.com

RE Demo for Dino Crisis

A demo of the highly anticipated PlayStation game Resident Evil 3 Nemesis will be included on the first 500,000 copies of Capcom's Dino Crisis. Word has it that it will contain approximately the first half hour of the game.

www.capcom.com

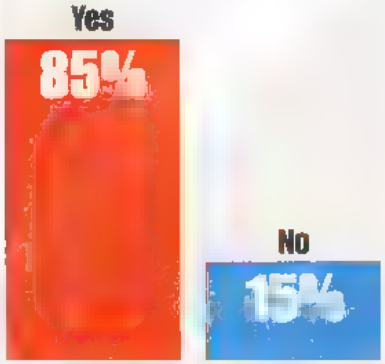
New Mario for Dolphin?

Nintendo recently revised its release plans in Japan, turning many of the games planned for 64DD release to cartridges (Kirby 64, Super Mario RPG 2 [known as Super Mario Adventure in the U.S.], Fire Emblem 64 and Mother 3). Absent from that list is the sequel to Mario 64, originally planned for release on the 64DD. It's now expected that the title will skip the N64 altogether, becoming a launch title for Nintendo's Dolphin, which will be released next year.

www.nintendo.co.jp

POLYGON POLL

Do you think the Dolphin should sport a more high-tech look than the Nintendo 64?



Source: Videogames.com main poll results for 7/7/99

56

...million units of PlayStation hardware have been sold worldwide according to Sony. A surge in European sales is credited for the jump.

Paradox Development

Location: Westlake Village, Calif.
Web Site: www.px.com



Wu-Tang Team (from left to right): Top - Dave "Ollie" Ollman, Ben Cureton, Dana DeLalla, Ben Kutcher, Kristian Hedman, Kevin Mulhall. Bottom - Paul Interrante, Aaron Calta, Chris George, Christine Hsu, Peter Jefferies, James Guintu

Number of employees: 22
Gameography: Wu-Tang: Shaolin Style (PS), Thrill Kill (PS), Shockwave Assault (Saturn, PC) and Blackthorne 32X (32X)
Games other team members have worked on previously: Skeleton Warriors, Pit Fighter, Brutal Sports Football, Tecmo Sports Hockey and Adventures of Batman and Robin
Most challenging aspect of making a fighting game is. Cleaning up the spilled blood! No seriously, it would have to be keeping Ben Kutcher (our Lead Designer) from adding more at Alpha milestone!
The idea for Wu Tang: Shaolin Style came from: When we started working on our game engine, there were no four player fighting games available. Wu Tang Shaolin Style came about when Activision approached us with the license. It worked out great because the Wu Tang Clan's martial arts sensibility fit perfectly with the four-player concept.
Our favorite game to play in the office (not by us) is: Right now, it would have to be Quake II Demo, Dungeon Keeper 2 and EverQuest.
Favorite snack food(s): Fruit By the Foot and yogurt from Brian's Deli!
Music that inspires us around the office: James' elaborate library of MP3's' Ranging from Vanilla Ice to A Ha remixes.
Team motto: If you can't repeat the bug it doesn't exist.

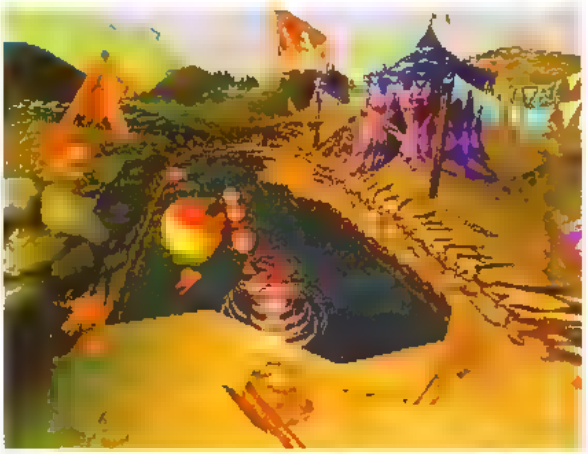
PlayStation Emulator Arrives In Stores

Seemed like it would never happen, but the much-heralded PlayStation emulator bleem! has arrived on shelves in stores such as CompUSA, Fry's, Electronics Boutique, Hastings and Virgin Megastores. For $29.95 you can play PlayStation games on a moderately equipped PC (Pentium 166 MHz MMX or higher, 16MB of RAM, 2x CD ROM drive, sound card and 3 MB of HD space). If you've got a machine decked out with 3D capabilities you can take advantage of bleem's 3D enhancements, which sharpen the look of game graphics so much they're unrecognizable.

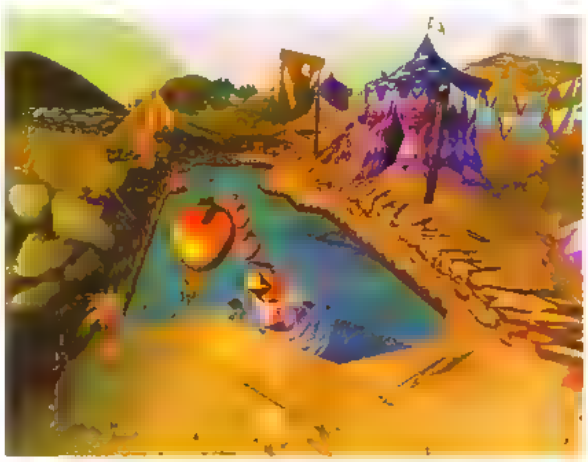
Programmer Randy Linden began development on bleem a year and a half ago and teamed up with who's now bleem!'s President and CEO David Herpolsheimer. Since the first beta was released over the Internet, bleem has been the subject of speculation, litigation and inspiration. Sony's lawyers took issue with the emulator earlier this year and since has filed numerous court requests for restraining orders, all of which have been denied so far.

Herpolsheimer told us that they're positive bleem will emerge unscathed by Sony's axe. After turning over source code, documentation and other material, Sony has still not been able to prove that bleem! has violated any copyright laws. "We're really confident. It's a most silly at this point the attorneys feel like there's just no point in going on. Sure, we won't. They feel really good about it. We hope that translates into a victory in court. But [Sony] could drag this thing out forever. Hopefully at some point they'll stop." He says the company never intended Sony to see it as a threat.

At this point a lot of games are compatible, but there's still work to be done, and Herpolsheimer says that the product will never be "finished," as there's always something that can be added to it.

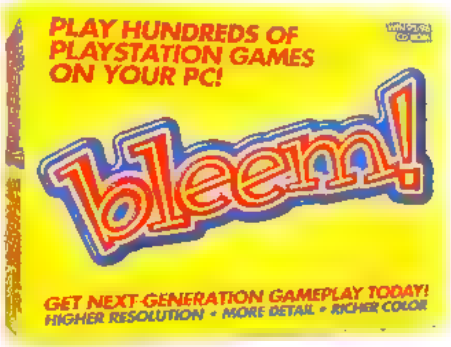


Crash Bandicoot: WARPED, how it looks on a standard PlayStation (above) and using bleem!'s 3D abilities (below).



The company hopes to add more features to bleem over the coming months, including Dual Shock support, and Direct 3D enhancements for more of the top games.

www.bleem.com



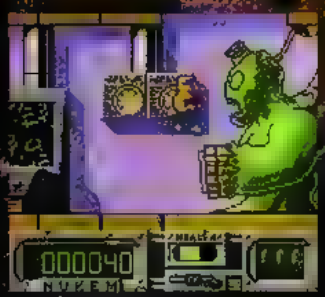
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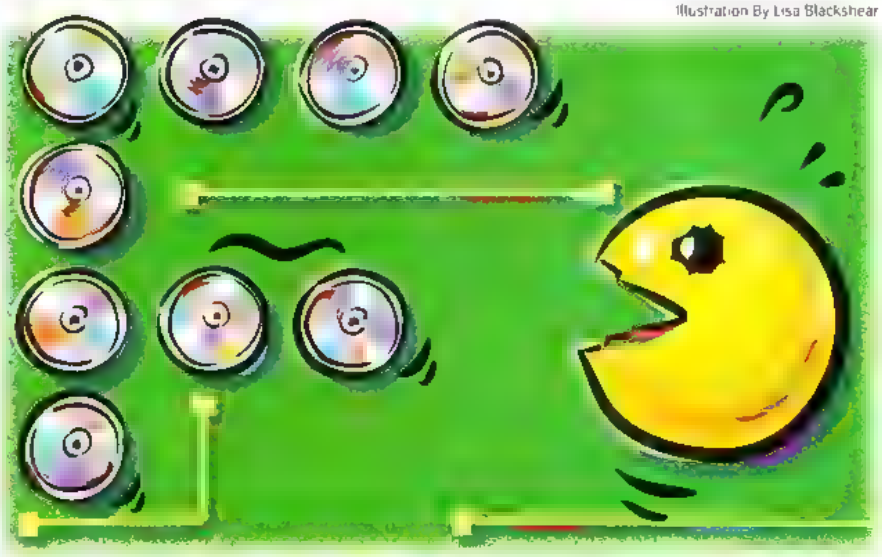
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"If somebody was to burst into tears as a result of experiencing a next-generation PlayStation game because of the raw power of the emotion that is inside the product and storytelling, then we will have succeeded in our jobs."

-Phil Harrison, from the latest PlayStation Underground disc

Pac-Man Fever Strikes a Second Time

Illustration By Lisa Blackshear



"I've got Pac Man Fever, 'm go n' out of my mind!" Those lyrics, penned by Jerry Buckner and Gary Garc a, signified what just about every game player in the U S was go ng through in the early '80s. The r album, *Pac Man Fever*, conta ned eight songs al. inspired by video games from the era where there was no such thing as a game's "ending."

It began in 1981 when the two were swept up—much like the rest of the country at the time—in the Pac Man craze They put together the song Pac-Man Fever and began shopping it around to various record labels, but none were interested That is, unt after an Atlanta, Ga.-area DJ played t on his morn ng show The fever then quick.y caught on

After the song became such a h t, they found insp ration in other games as well to fill an album "We wanted to have some great pop songs We took the [games] that we thought were a) the most popular and b) that we could do the most with We tr ed real hard to make each song different " CBS released the record in 1982 which included the original h't and seven other songs like "Froggy's Lament," "Ode to a Centipede" and "Do the Donkey Kong " Each featured sound effects and/or music from the orig nal arcade hits Other games featured include Hyperspace, Defender, Mousetrap and Berzerk.



Got the fever? Then maybe the cure is this CD, filled with '80s-style pop tunes about video game stars of the past.

About three years ago when retrogam ng started to come back, interest in the record was renewed. "We assumed CBS would put it out, but they never did," Buckner to d us. "Then last summer, VH-1 contacted us because they were doing a thing on '80s groups and they did a .ittle thing on us on 'Where Are They Now?' and that prompted a lot of response from peop.e and we saw there was a real y good market. So we made the dec sion to go in and record it. It wasn't an easy decision—it was a lot of work to go back and do it and we rea..y wanted to make t as close to the original as possible "

Copies of the orig na. had been selling for up to $100 on internet auct on house Ebay, so a release on CD has been just what retro gamers and nostal.g a buffs have been wait ng for

This summer, the two rere eased the album on CD themselves It's avai.ab e now through the duo's Web s te for $15 99 plus $3.50 shipping and handling

This is ,ust the beg nn ng of Pac Man's return Namco will bring Pac Man back to the PlayStat on in a new game later this year to celebrate the 20th anniversary of the origina. and Game Boy Color vers ons of both Pac-Man and Ms Pac Man are due out by fal.. His first new game s nce the SNES days

"The response to it has been real good. A ot of people are ordering it and they seem to be rea. happy with it," Garc a said, to which Buckner adds, "We're getting a lot of comments from fo.ks. It's a neat feeling It's so much fun to be doing it again it was fun the first time and it's fun again."

The two still write, produce and work in the recording studio So s there a chance for a fo.low-up a.bum featuring songs about today's video game stars? A Lara Croft Fever, perhaps? Buckner told us, "We've certainly kicked this idea around and ta.ked about it, and would love to do it We ,ust have to see if it wou.d make any kind of sense What do you th nk?"

www.bucknergarcia.com

WORLD RECORD

The Perfect Pac

The wor.d's first perfect score in Pac-Man was achieved on July 3, 1999 by Florida hot sauce manufacturer Billy Mitchell Six hours and one quarter later, the game's maximum allowable score—3,333,360 points was complete

"It's .ike Neil Armstrong walking on the moon," M tchell (who also holds the world record on Donkey Kong) explained. "No matter how many people accomplish the feat afterward, it wi. always be Armstrong who w .l be remembered for doing t first " Mitchell's record will appear n the next edition of the *Twin Galaxies Video Game & Pinball Book of World Records*

www.twingalaxies.com



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VIDEOGAMES.COM POLL

Do you think the Dolphin's controller should feature a graphical memory card like the Dreamcast has?

75% YES

25% [illegible]

Source: Videogames.com poll, 6.25.99

TIDBITS

The 64DD Returns



Nintendo has revealed its plans for the 64DD in Japan, which now include it being used to connect players to a nationwide network for downloading games, surfing the Net, uploading scores and more. Called the EnterNet network, it's scheduled to go live Dec. 1, barring any further delays. One of the first titles available will be the F-Zero X track editor. **It's not in the manual, but the U.S. version of Final Fantasy VIII will have PocketStation support. Sony's memory card-sized handheld won't show up stateside until at least 2000, but at least then gamers will get to utilize that particular feature of FFVIII...**Konami has made it official—Metal Gear Solid is one of the games it plans to bring to the PC through a new partnership with Microsoft next year. **Namco is currently at work on a new game in the Time Crisis series exclusively for PlayStation to be released next summer...**Treasure's second N64 title will hit Japan on Sept. 2. ESP will publish the shooter, called Bakuretsu Muteki Bangaioh. It will be limited to only 10,000 units...**Dragon Quest 1 and 2 are being welded into one Game Boy Color cartridge for release on Sept. 23 in Japan (hopefully this'll come out stateside, too!)...**Nintendo Co. Ltd. announced a cellular-phone game service in Japan for the Game Boy, which will allow users to download games via their cel phone to play on the go...**Star Gladiator 2 has been confirmed for a Dreamcast release...**The classic 8-Bit game Blaster Master will soon be returning to consoles. A PlayStation and Game Boy Color update of the game is in the works by Sunsoft for release in December in both the U.S. and Japan...

Acclaim Sponsors Quarterback Attack

On May 25, Acclaim Entertainment, in conjunction with Spalding athletic equipment and PLAYERS INC, hosted the 4th Annual NFL Players Rookie Premier, bringing together the top 32 NFL draft-picks together to play and promote Quarterback Club 2000. As it happens, *EGM* was the only magazine covering this event as the top game players in the draft fought for the grand prize—a 1999 BMW Z3 (007's car in GoldenEye). Among the semi-finalists who survived the initial elimination rounds were Northwestern University wide-receiver D'wayne Bates, Ohio State cornerback Antoine Winfield, Michigan State running back Sedrick Irvin, North Carolina defensive lineman Ebenezer Ekuban, Tulane University QB Shaun King and University of Washington quarterback Brock Huard. We passed 'em a few questions. Here's what they had to say:

EGM: What do you expect [illegible] polygon sexes when you're in the game

D'wayne Bates: I just want all my stats filled up to the top

Sedrick Irvin: Let me be the "go-to" guy.

Brock Huard: Just make me "clutch."

Ebenezer Ekuban: "6' 4", 280, 4.3 speed."

EGM: Now that games like QBC 2000 are [illegible] realistic than ever, do you see any improvements that could be made?

D'wayne Bates: I don't think it can get better than this. You can feel the receivers, it's so realistic, with your man running speed. **Ebenezer Ekuban:** They need to do something with the offensive schemes, no QB is gonna run 70 yards off a bootleg. [Note: Ebenezer lost after Brock Huard ran a bootleg for 70 yards, eliminating him from the finals.]



University of Washington QB Brock Huard shows off his football skills on Acclaim's Quarterback Club '99. Huard walked away the tournament champion.

EGM: [illegible] helped you in the [illegible]

Brock Huard: definitely think I had a little advantage being a quarterback. It's not a coincidence that the two finalists are QBs (Shaun King being the other one). The game was definitely exciting.

When all was said and done, Brock Huard toppled all and drove off in a shiny new BMW Z3 with his newlywed wife.

www.acclaim.net




[ROAD]
[RASH]
[N64]
Coming Late September
ROAD RASH 64
Diapers may be required
THQ


The #1 Selling Football Game for Nintendo 64 and Game Boy® Color
Best N64 Sports Game
—Nintendo Power
Best Sports Game of the Year
—As voted by visits to www.playstation.com
Sports Game of the Year
GAME BOY COLOR
Sega Dreamcast
www.nflplayers.
ONLINE STORE
EVERYONE
E
CONTENT RATED BY ESRB
NINTENDO 64
PC CD ROM
PLAYERS
MIDWAY
www.midway.com

RULES JUST SLOW YOU DOWN.

NFL BLITZ 2000



Easy-to-learn arcade-style play with new "Icon Passing" for one touch long bombs



"On-Fire" Mode gives super power performance to your hot, star players



Larger, customized playbooks for each team, with powerful playbook editor



New 4 player mode for bruising your friends

PC images shown

NO REFS. NO RULES. NO MERCY.

THE SUPERBOWL CHAMPION OF FOOTBALL GAMES

NFL Blitz™ 2000 brings you all of the things you love about football and none of the things that slow it down. This ground-breaking sequel features awesome weather effects, new secret heads, and scores of new game play features. With more easy-to-run plays and all new animations for taunts, end zone dances, and tackles you're headed for the ultimate in football action!

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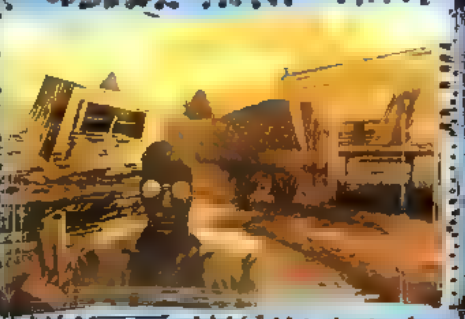


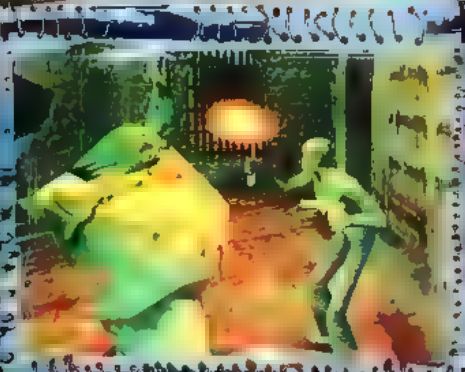
He is coming.
Walking between worlds...
Traveling the road of souls from Liveside to Deadside...
And back again.
A dead man is coming, skull in one hand,
flambeau in the other...
a voodoo mask in his chest
and lines of power in his back.

A possessed man is coming,
stalking evil in tenements and deserts,
subways and swamps,
spirit world and real world.

Shadowman is coming...
To stop the Apocalypse.
To save your soul.



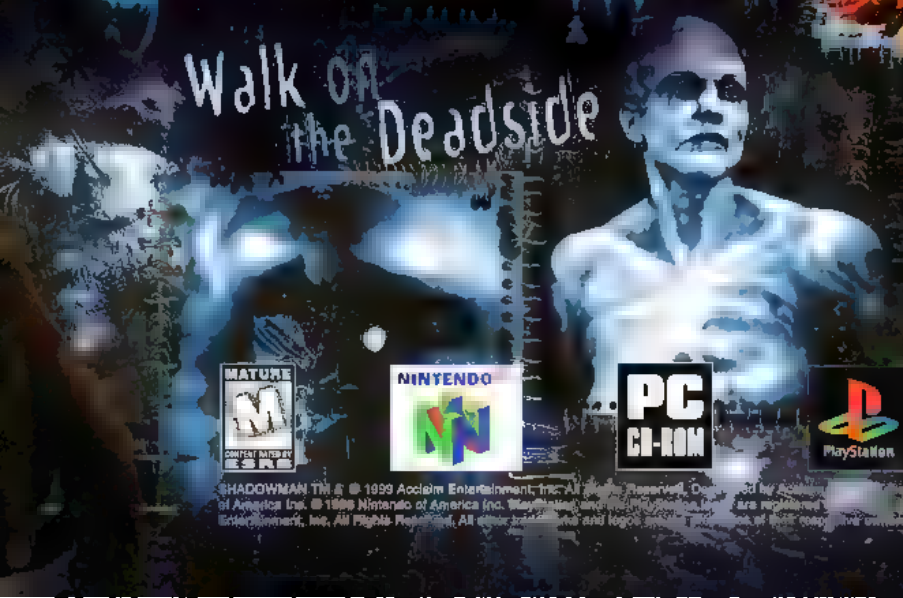






SHADOW MAN

Walk on the Deadside



Warning:
This game
is recommended for
mature audiences only.
It contains adult content.

MATURE M CONTENT RATED BY ESRB

NINTENDO 64

PC CD-ROM

PlayStation

Acclaim
www.acclaim.net

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"Companies with huge development teams think the best use of PlayStation 2 is to fill a DVD with artwork."

-Jeremy Longley of U.K. developer Lost Toys

TIDBITS

Deck Full of Croft



Pokémon was just the beginning of turning video games into collectible card games. Precedence Entertainment plans to bring Eidos' swingin' grave robber to cardtables everywhere in August (just in time for GenCon). The company says the Eidos and Core approved game and planned expansions sets will capture the feel of the video game. Look for it where you buy collectible card games.

www.eternity.com

TOP 10 ARCADE PICKS

1	NBA Showtime	Midway
2	Tekken Tag Tournament	Namco
3	Buriki One	SNK
4	Street Fighter III: Third Strike	Capcom
5	Crazy Taxi	Sega
6	Hydro Thunder	Midway
7	Ferrari 355 Challenge	Sega
8	Soul Calibur	Namco
9	Dance Dance Revolution	Konami
10	NFL Blitz '99	Midway

Craving the Future

Shadow Madness, Jade Cocoon and countless Game Boy Color titles. What do these all have in common? They've all come from freshman video game publisher Crave Entertainment. *EGM* spoke with Nima Taghavi, CEO and founder of Crave Entertainment, about the company's past, present and future.

EGM: How did you get started in the video game business?

Nima Taghavi: In 1981 I started selling some Atari 2600 games that I had on consignment in a swap meet/flea market. That's how I got in the game business originally. I sold product for Atari, Intellivision, ColecoVision. In '92 I decided to come back and take the business that I had started with my father that he had carried through in the swap meet and took it out of the garage and built our company.

EGM: What are some of the difficulties of being a third party publisher today?

NT: The biggest challenges are the amount of time and how much it costs to market and develop a great game.

EGM: Would you characterize Crave more as a company that develops and publishes its own games or one that primarily brings Japanese titles to the U.S.?

NT: Crave is an emerging publisher. Our strategy is two-fold – we have capitalized on our relationship with other publishers to bring existing and well-recognized brands such as Gex, Asteroids and Battlezone to formats like the N64 and Game Boy Color. We also have Japanese products and relationships where we bring products that are in development in Japan, and we also plan on establishing our own franchises long-term as well.

EGM: Is it difficult now to find good Japanese products to license for the U.S.? Is there a lot of competition there?

NT: There's definitely other publishers out there looking for products. One of the advantages we have is that we have a lot of fluent Japanese producers here as well as full time Japanese natives on the acquisition sides, helping us with our Japanese relationships. Further, our distribution strength outweighs a lot of the smaller publishers. So the combination of our Japanese wherewithal internally as well as our distribution strength has enabled us to really make some strategic partnerships with



prominent developers in Japan. Some of which haven't even been announced.

EGM: What do you hope Crave's next big product will be – your Mario or Duke Nukem?

NT: I think from ones that have been announced, Jade Cocoon is one we have very high expectations for. In addition to that we'll be making a couple of announcements soon, one title in particular is a Japanese title, that is going to be a very big hit for us as well.

EGM: What are your plans for systems like Dreamcast, Dolphin and PlayStation 2?

NT: We feel that it's our job to make great games. We will continue our efforts for every viable platform. Particularly console because we're a very console-centric company.

EGM: Do you think there's money to be made in making niche titles?

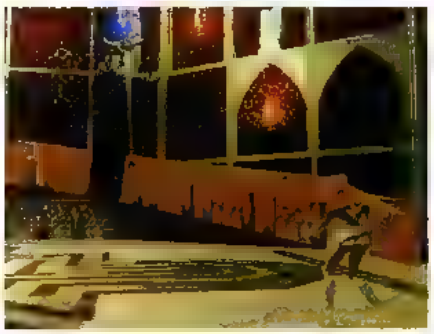
NT: There's absolutely money to be made in the marketplace for hits in the niche business. A good example of that would be a game like Reel Fishing by Natsume which just recently sold over half a million units and has just become a Greatest Hits product for the PlayStation. We believe there are other niche genres in a similar vein that could have that kind of success. Are we only going to be focused on niche products? No. But are there niche products similar to Reel Fishing that we think we could position in the market and be successful? Yes, absolutely.

www.cravegames.com

Last-Minute Updates

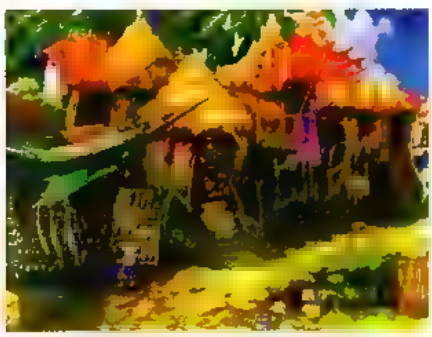




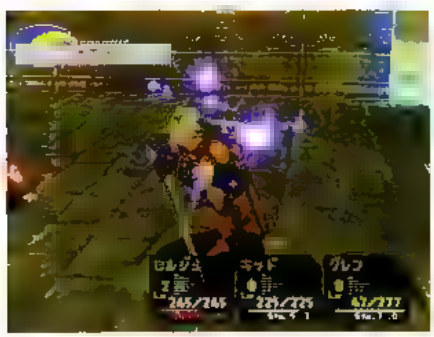


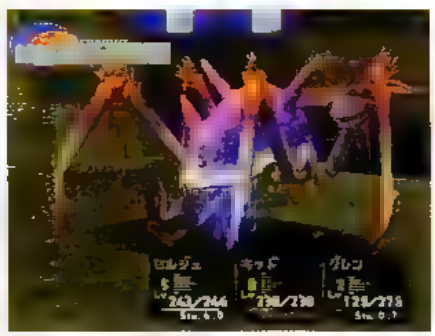


At the very last minute (almost literally) we got these new shots of Castlevania for Dreamcast that we had to share. Originally, this was a launch title but is currently scheduled for release in January 2000.

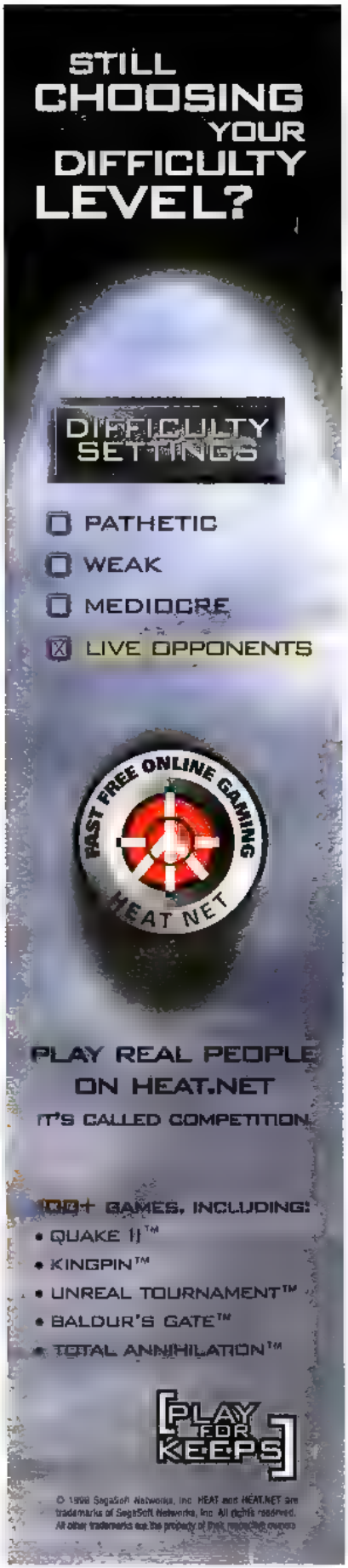








These are screenshots of Chrono Cross–Square's long-awaited sequel to the 16-Bit RPG Chrono Trigger. Look for more on Chrono Cross and Castlevania in *EGM* #123.



International News

Koei Lands First PlayStation 2 Game

The first real game announced for PlayStation 2 isn't Crash Bandicoot 4 or Gran Turismo 3. It's Koei's Kessen (which means "Decisive Battle"), a military strategy game that will feature huge real time battles. At the announcement, Koei showed off a video, but at this time the game was not yet playable.

Kessen is scheduled for release this winter, likely a launch title in Japan for the new system. Sony's PlayStation 2 will be shown for the first time at the upcoming Tokyo Game Show which takes place Sept. 17-19.

www.koei.co.jp







Koei's first game for PlayStation 2 is just the beginning of what we'll soon be playing.

Square...Nintendo...Together Again?

Before the PlayStation came along, Square had a long history of being a very Nintendo system-centric publisher. It looks like that could soon change as a recent comment made by Square's president, Tomoyuki Takechi, makes it sound like the company might once again be in Nintendo's corner. Square held an event in mid-July to allow the American press to meet with members of design teams behind future U.S. titles like Final Fantasy VIII, Saga Frontier 2 and Vagrant Story. The event was headlined by a speech from Takechi, who started his address with one main note: something we were not expecting at all. Square is interested in Nintendo's Dolphin.

"The gaming industry is becoming more and more exciting judging from the recent announcement of the next generation Dolphin machine from Nintendo at E3," he said.

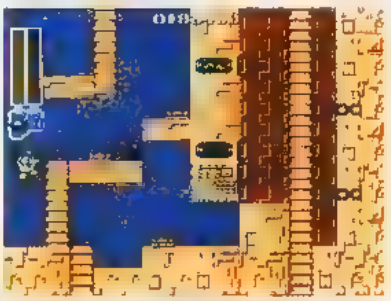
The quote by itself could carry little more meaning than Square's surprise to hear of Nintendo's next platform, but when, how and to whom this information was presented makes it all the more curious. As previously stated, this was his first main comment and it definitely was not prompted by any line of questioning. Takechi clearly wanted to deliver the message of the company's excitement over the system, it was quite unexpected, and frankly a bit surreal. A large reason it was such a surprise was that he delivered this message to the American media, who for the most part tend to read into information far more than the Japanese media. Takechi had to have known that this statement would be construed as something more.

When we questioned the Final Fantasy VIII team on whether or not they could see the Final Fantasy series ever returning to a Nintendo platform, they responded saying that while the Dolphin is intriguing, they wouldn't make a decision until they had seen its final specs. Even so, it's extremely interesting to hear Square's excitement over the Dolphin system - that they would go on record in the system's support makes one wonder just how strong the loyalty for Sony is.

www.square.co.jp

IMPORT CALENDAR

Rockman



Import Pick of the Month: Rockman
What is this, 1986 again? Rockmans 1-6 (known as Mega Man in the U.S.) are being released in Japan to celebrate the 15-year anniversary of the character in 2000. The first of the releases hits shelves in Japan on Aug. 5 for 2800 yen ($24) and includes a mode that gives you gameplay tips and new options like the difficulty settings and speed control.

PlayStation

7/29 Guitar Freaks, Konami (Misc.)
7/29 Everyone's Golf 2, SCEI (Sports)
8/5 Rockman, Capcom (Action)
8/26 Dance Dance Revolution 2nd ReMIX, Konami (Misc.)
Aug. Macross VF-X 2, Bandai (Shooter)
9/9 Beat Mania Append 4th MIX, Konami (Misc.)
9/9 Rockman 2, Capcom (Action)
9/9 Rockman 3, Capcom (Action)
9/15 Torneco's Mysterious Dungeon, Chun Soft (RPG)
Sept. Gran Turismo 2, SCEI (Racing)

Dreamcast

7/29 Air Force Delta, Konami (Shooting)
7/29 Climax Landers, Climax (RPG)
7/29 Seaman, Vivarium (Misc.)
8/5 Soul Calibur, Namco (Fighting)
8/26 Cool Boarders BURRRN, Sep Systems (Sports)
8/26 Gundam Side Story, Bandai (3D Shooting)
9/14 Pop'n Music 2, Konami (Misc.)
9/23 Esplon agents, NEC Home Electronics (Simulation)
Sept. Maken-X, Atlus (Action/RPG)

Saturn

8/5 Street Fighter Zero 3, Capcom (Fighting)

*Schedule subject to change without notice. Consult your local import game store for the latest release information.


Whirlgirl
Sometimes a girl's gotta whirl
SHO.com
New episodes
every Friday.*
*BACK OFF, BOYS.



Q-Mann

Quartermann - Video Game Gossip & Speculation

Back to a full page this month. The latter half of the year is approaching, we're past E3, there are new systems on the horizon and the gossip is flowing like a particularly flowy thing. Lots of goodies for you this month, mostly centered around the Dreamcast. Still...there's something of a theme to this issue anyway, so why should the Q and his boys be any different?

RUMOR There will be a Dreamcast version of Driver, possibly before the end of the year. And it'll look even better than the PC version.
TRUTH The Q spies did some digging here and were presented by people "in the know" with the following scenario. GT is in trouble and needs successful products. Driver is proving to be staggeringly successful on PlayStation. There's a PC version in the works and it's really easy to port PC games to Dreamcast. Seems almost inevitable wouldn't you say? The Q's probings with numerous minions at GT resulted in lots of people making lots of "hmmm" noises, which usually means we're barking up the right tree.

RUMOR Following up from last month's rumor about Soul Reaver, it seems there's some truth in talk of a possible Dreamcast version before the end of the year.
TRUTH So much so that early demo versions are allegedly already up and running and looking lovely. Absolutely no one at Crystal Dynamics or Eidos would comment on this, but as with the Driver thing—when people don't say no, you know that something's up.

RUMOR Michael Jordan will be returning to video games once again, but not in a basketball game as you'd imagine.
TRUTH After some good and bad efforts over the years (Chaos in the Windy City being particularly terrible), it seems that Jordan's agents are once again in negotiations to bring the greatest bball player ever to the small screen. After failed attempts by BMG a couple of years ago, thanks to a $30 million asking price, it seems likely that EA will land the deal. But what games can we expect to see? The Q's spies have heard that the first and most likely title will be a golf game. Go figure. Apparently Jordan's people are keen to plug his Nike golf line. Rumors also abound that there could be a revival of the EA "versus" range with Jordan vs. Woods as a possible first game in the new range.

RUMOR PlayStation 2 isn't just a games machine. Sony is working toward a "set top box" strategy that would put the new PlayStation as the central hub of its home digital media system.
TRUTH This is the main cause of all those ridiculous "the PS2 is going to be $700" rumors. Due to the immense power of the new machine, and the staggering level of connectivity, it makes sense to have the box as some kind of media hub. The FireWire and USB connections mean that it can be connected to all of the new home-theater boxes from Sony, as well as drive other useful gadgets too. All it needs now is some kind of universal interface with which to drive all of these machines. Maybe something that an awful lot of people are familiar with already? Considering that the Q spies have also learned that Sony is keen to integrate Emotion Engine and Graphic Synthesizer technology into its VAIO range of laptop and desktop machines, there are some fairly obvious conclusions to be drawn. We'll let you chew all of this over for a month and return to this one next month when we have more information.

RUMOR Single player games will be rare within a year on the Dreamcast.
TRUTH If Sega's internet strategy pays off and developers warm to the machine in the way that everyone hopes—and this seems key—all being well, the majority of DC games in 2000 will be multiplayer, something that will be better and better when we see the cable modem and other high bandwidth devices turn up. It'll all start with Frontier, and more advanced RPGs will follow soon after. Even the Sega Sports brand will gravitate toward being more of an online thing.

RUMOR Theoretically, the Dreamcast could emulate a PlayStation very easily, and the code to do so already exists.
TRUTH According to the Q's contacts, the Dreamcast is more than capable of running a piece of software similar to bleem! that would allow it to play PlayStation games, and produce all the funky effects that you find on the PC version like anti aliasing and perspective correction. Whether it would happen or not is another matter entirely. First there would have to be an emulator stable enough to be compatible with most games for the record, a Dreamcast emulator for the PC is also a very realistic possibility.

RUMOR PlayStation 2 is so complicated and resource-hungry that it's going to put prospective developers out of business. This will mean the "big boys" will step in and clean up with huge franchise games, and nothing else.
TRUTH Rubbish. In fact, early adopters to the system like U.K. developers Mucky Foot are enamored with the system. Mike Diskett was recently quoted as saying "there's a lot of nonsense talked about PS2 developing for PlayStation 2 is going to be a lot like developing for a high-spec PC." And let's face it, no one seems to have too much trouble putting out nice looking games on the PC, do they?

RUMOR In a related note, a number of publishers have announced PS2 launch intentions. Expect more announcements next month in time for the Tokyo Game Show.
TRUTH Yep. Acclaim recently shocked everyone by implying that it might have up to five games available at the launch of the system. Also, there's that Koei game we've shown on the previous page in News.

RUMOR Che Chou is Sushi X.
TRUTH No he isn't.

1	Persona 2 Atlus	PS
2	Saru Getchu SCEI	PS
3	Shutoku Battle Genki	PS
4	The King of Fighters: Dream Match 1999 SNK	PS
5	Grandia Game Arts	PS
6	Fire Pro Wrestling G Human	PS
7	Rival Schools Evolution Disc Capcom	PS
8	Giant Gram Sega	PS
9	Dance Dance Revolution Konami	PS
10	Metal Gear Solid Integral Konami	PS

Weekly Famitsu, week ending 6/27/99

The Top 20 Best-Selling Games of May, 1999

1 - Super Smash Bros.

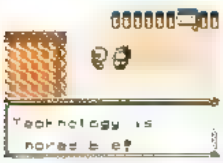


Nintendo chimes in with a fighting game starring its most popular characters. Nintendo recently held a poll to see what characters Japanese gamers would want to see in the sequel. So maybe we'll see a Smash Bros. 2 in the future

Last Month: 7

8.5 Dan | 8.5 John R | 8.5 Shawn | 9.0 Sushi

2 - Pokémon (Blue Version)



The Pokémon craze is in full swing now, with **Nintendo** even sponsoring a nationwide mail tour tournament, similar to those held in Japan. Bad news on the Pokémon front this month is the delay of Pokémon Stadium until...

Last Month: 2

9.0 John R | 8.0 Crispin | 8.0 John D | 9.0 Sushi

3 - Pokémon (Red Version)

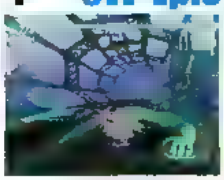


next year. But that doesn't mean there won't be enough Pokémon to play and watch this fall—a movie, Snap, Pinball, Pokémon Yellow, the second season of the TV series, and a special limited-edition Game Boy will fill the void

Last Month: 1

9.0 John R | 8.0 Crispin | 8.0 John D | 9.0 Sushi

4 - SW Episode One: Racer



Get behind the wheel of one of the fastest racing machines ever made in **Nintendo/LucasArts'** latest collaboration. Earn money and supercharge your pod, race in exotic alien locales, and become the greatest pod racer ever!

Last Month: NEW

9.0 Crispin | 9.0 Dean | 8.5 Che | 9.5 Chris

5 - R4: Ridge Racer Type 4



The latest in **Namco's** Ridge Racer series brings more realism to the already fast paced racing action. R4 includes an enhanced version of the original Ridge Racer at a speedy 60 frames per second. If you're a fan of the series, this is it.

Last Month: NEW

8.0 Sushi | 9.0 John R | 9.5 John D | 8.5 Dean

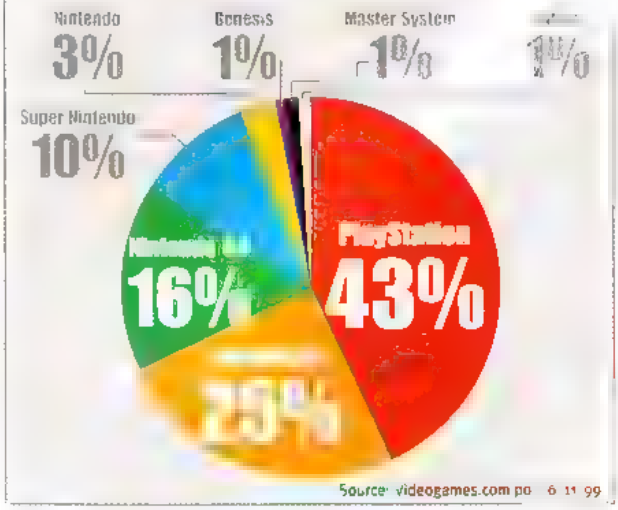
6	Super Mario Bros. Deluxe	Nintendo	NEW
7	Mario Party	Nintendo	6
8	Syphon Filter	989 Studios	5
9	Need For Speed: High Stakes	Electronic Arts	3
10	Street Fighter Alpha 3	Capcom	NEW
11	Triple Play 2000	Electronic Arts	4
12	MLB 2000	989 Studios	8
13	Rugrats The Movie	THQ	NEW
14	3Xtreme	989 Studios	NEW
15	Army Men 3-D	3DO	9
16	Legend of Zelda: Link's Awakening	Nintendo	20
17	Ehrgeiz	Square Electronic Arts	NEW
18	GoldenEye 007	Nintendo	13
19	Namco Museum Vol. 3	Namco	17
20	Gran Turismo	SCEA	18

Source: NPD TRSTS Video Games Service. Call Mary Ann Porreca at (516) 625-2345 for questions regarding this list. Top 5 game descriptions written by the *EGM* staff.

VIDEOGAMES.COM POLL

Desert Island Gaming

You're stranded on a desert island. Which of the following "modern age" systems would you want along with you?



Source: videogames.com poll 6.11.99

Compiled By Chris Johnston chris_johnston@zd.com

PRESS START

Coming Soon - September 1999

August

Game Boy Color	
1942 Capcom	Shooting
Asteroids Activision	Action
Déjà Vu Vatical Entertainment	Adventure
Duke Nukem - GT Interactive	Action
International Track & Field - Konami	Sports
Pocket Bowling Jaleco	Sports
Puzzle Master - metro3D	Puzzle
Shadowman - Acclaim	Action
Spawn Konami	Action
PlayStation	
Bass Landing AGETEC	Sports
Carmageddon 2 Interplay	Action
Championship Motocross - THQ	Racing
Chocobo Racing Square Electronic Arts	Racing
Clock Tower 2: The Struggle Within - AGETEC	Action
Dead Unity - THQ	Action
Konami Arcade Classics - Konami	Misc.
Legacy of Kain: Soul Reaver - Eidos	Adventure
NFL Blitz 2000 - Midway	Sports
Quake II - Activision	Action
ReVolt - Acclaim	Racing
Shadowman Acclaim	Action
Shao Lin THQ	Fighting
Silhouette Mirage - Working Designs	Action
Sled Storm Electronic Arts	Racing
Soul of the Samurai Konami	Action
Tail Concerto Atlus	Action
UmJammer Lammy SCEA	Misc.
Nintendo 64	
Asteroids Hyper 64 Crave Entertainment	Action
Caesar's Palace Crave Entertainment	Simulation
Duke Nukem: Zero Hour - GT Interactive	Action
Gex 3: Deep Cover Gecko Eidos	Action
Goemon's Great Adventure - Konami	Action
Hybrid Heaven - Konami	Action
Monaco Grand Prix - Ubi Soft	Racing
The New Tetris - Nintendo	Puzzle
NFL Blitz 2000 - Midway	Sports
NFL Quarterback Club 2000 - Acclaim	Sports
ReVolt Acclaim	Racing
Shadowman - Acclaim	Action
WWF Attitude Acclaim	Sports

September

Game Boy Color	
Beauty & the Beast Nintendo	Action
Classic Bubble Bobble - Taito	Puzzle
Earthworm Jim Crave Entertainment	Action
FIFA 2000 THQ	Sports
Jeff Gordon XS Racing ASC Games	Racing
Madden NFL 2000 - THQ	Sports
Micro Machines 1 & 2: Twin Turbo - THQ	Racing
Mission: Impossible Infogrames	Action
Motocross Maniacs 2 Konami	Racing
Ms. Pac Man - Namco	Misc.
NHL 2000 THQ	Sports
Quest RPG: Brian's Journey Sunsoft	RPG
Resident Evil - Capcom	Action
Survival Kids - Konami	Adventure
Tiger Woods 2000 - THQ	Sports
Toy Story 2 THQ	Action
Turok: Rage Wars Acclaim	Action
Yoda Stories - THQ	Adventure
PlayStation	
Broken Sword 2 Crave Entertainment	RPG
Dino Crisis Capcom	Action
Fatal Fury: Wild Ambition - Electronic Arts	Fighting
Final Fantasy VIII - Square Electronic Arts	RPG
G-Police: Weapons of Justice Psygnosis	Action
Grandia SCEA	RPG
Hot Wheels Turbo Racing - Electronic Arts	Racing
Intellivision Classics Activision	Misc.
Jet Moto 3 - 989 Studios	Racing
Lego Racers Lego Media	Racing
Mag 3 - Crave Entertainment	Action
Madden NFL 2000 Electronic Arts	Sports
Mission: Impossible Infogrames	Action
NASCAR 2000 Electronic Arts	Racing
NFL GameDay 2000 - 989 Studios	Sports
NHL 2000 Electronic Arts	Sports
Omikron: The Nomad Soul - Eidos	Action
Paperboy - Midway	Action
Rat Attack! Mindscape	Action
South Park: Chef's Luv Shack - Acclaim	Misc.
Space Invaders - Activision	Action
StarCon - Accolade	Strategy
Suikoden II - Konami	RPG
Superman - Titus	Action
Thousand Arms Atlus	RPG
You Don't Know Jack Sierra	Misc.
Nintendo 64	
AirBoardin' USA AGETEC	Racing
Army Men: Sarge's Heroes 3DO	Action
Gauntlet Legends - Midway	Action
Harrier 2001 - Video System	Flying
Jet Force Gemini - Nintendo	Action
Lego Racers - Lego Media	Racing
Madden NFL 2000 - Electronic Arts	Sports
NASCAR 2000 - Electronic Arts	Racing
Road Rash 64 THQ	Racing
Roadster 99 Titus	Racing
StarCraft Nintendo	Strategy

October

Game Boy Color	
Aero Wings - Crave Entertainment	Flying
Air Force Delta - Konami	Flying
Blue Stinger Activision	Action
Carrier - Jaleco	Action
Cool Boarders Sega	Racing
Expendable - Rage Software	Action
House of the Dead 2 - Sega	Shooting
Hydro Thunder Midway	Racing
Monaco Grand Prix Ubi Soft	Racing
Mortal Kombat Gold - Midway	Fighting
NFL Blitz 2000 - Midway	Sports
NFL Quarterback Club 2000 - Acclaim	Sports
Power Stone - Capcom	Fighting
Rainbow Six Majesco	Action
Ready 2 Rumble Boxing - Midway	Sports
Redline Racer Ubi Soft	Racing
Sega Sports NFL 2000 Sega	Sports
Sonic Adventure Sega	Adventure
Soul Calibur - Namco	Fighting
Speed Devils Ubi Soft	Racing
SuperSpeed Racing - Sega	Racing
Tokyo Xtreme Racer - Crave Entertainment	Racing
TNN Hardcore Heat ASC Games	Racing
Trick Style - Acclaim	Racing
Xiération Kalisto Entertainment	Racing
PlayStation	
Army Men: Sarge's Heroes - 3DO	Action
Crusaders of Might & Magic - 3DO	Action
Cyber Tiger Woods Golf Electronic Arts	Sports
Dune 2000 Westwood Studios	Strategy
FIFA 2000 Electronic Arts	Sports
Fighting Force 2 - Eidos	Action
Final Fantasy Anthology Square Electronic Arts	RPG
Formula One '99 - Activision	Racing
Gallop Racer - Tecmo	Racing
Grand Theft Auto 2 Rockstar	Action
Jeff Gordon XS Racing - ASC Games	Racing
Jeremy McGrath 2000 - Acclaim	Racing
Lego Rock Raiders Lego Media	Action
Medal of Honor Electronic Arts	Action
Messiah Interplay	Action
Metal Gear Solid VR Missions - Konami	Action
Monkey Magic - Sunsoft	Action
NBA Live 2000 Electronic Arts	Sports
NHL FaceOff 2000 - 989 Studios	Sports
Official Formula One Racing - Eidos	Racing
Omega Boost - SCEA	Shooting
Pac-Man World 20th Anniversary Namco	Action
Pong Hasbro Interactive	Action
Railroad Tycoon 2 Rockstar	Simulation
RC Stunt Copter Midway	Action
Scrabble Hasbro Interactive	Misc.
Supercross Series 2000 - Electronic Arts	Racing
Test Drive Off-Road 3 Infogrames	Racing
Test Drive 6 Infogrames	Racing
Tiny Tank: Up Your Arsenal SCEA	Action
TNN Motorsports Hardcore 2 ASC Games	Racing
Tony Hawk's Pro Skater - Activision	Racing
Trickin' Snow Boarder Capcom	Racing
Vigilante 8: Second Offense Activision	Action
WCW Mayhem - Electronic Arts	Sports
WipeOut 3 Psygnosis	Racing
Xena Warrior Princess Electronic Arts	Action
Nintendo 64	
Blues Brothers 2000 Titus	Action
Castlevania: Special Edition Konami	Action
Cyber Tiger Woods Golf Electronic Arts	Sports
Earthworm Jim 3D Rockstar	Action
NBA Live 2000 - Electronic Arts	Sports
Nuclear Strike THQ	Action
Paperboy Midway	Action
Rat Attack - Mindscape	Action
Rayman 2 - Ubi Soft	Action
Resident Evil 2 Capcom	Action
Space Invaders - Activision	Action
Vigilante 8: Second Offense Activision	Action
WCW Mayhem Electronic Arts	Sports
Marvel Vs. Capcom Capcom	Fighting
MS-R - Sega	Racing
Sega Bass Fishing Sega	Sports
Sega Sports NBA 2000 Sega	Sports
Slave Zero - Accolade	Action
Vigilante 8: Second Offense - Activision	Action
Virtua Fighter 3tb Sega	Fighting

November

Game Boy Color	
Konami Rally Konami	Racing
Marble Madness Midway	Action
Mickey Racing Nintendo	Racing
Mission: Impossible Infogrames	Action
NBA Courtside 3 on 3 Challenge Nintendo	Sports
NBA Showtime - Midway	Sports
Street Fighter Alpha Capcom	Fighting
Test Drive Off-Road 3 Infogrames	Racing
PlayStation	
Konami Rally Konami	Racing
Army Men Air Attack 3DO	Action
Cool Boarders 4 989 Studios	Sports
Danger Girl - THQ	Action
Darkstone Take 2	Action
Diabolical Adventures of Tobu SCEA	Action
Gauntlet Legends - Midway	Action
Glover Hasbro Interactive	Action
Jackie Chan's Stuntmaster - Midway	Action
Juggernaut - Jaleco	RPG
Konami Rally Konami	Racing
Major League Soccer 2000 - Konami	Sports
Missile Command Hasbro Interactive	Action
Mortal Kombat Special Forces - Midway	Action
NBA Basketball 2000 Fox Interactive	Sports
NBA ShootOut - 989 Sports	Sports
NBA Showtime - Midway	Sports
NCAA Final Four 2000 989 Studios	Sports
Q-Bert Hasbro Interactive	Action
Rainbow Six - Red Storm	Action
Resident Evil 3 Nemesis - Capcom	Action
Road Rash Unchained Electronic Arts	Action
Rugrats Studio Tour - THQ	Action
South Park Rally - Acclaim	Action
Spec Ops - Take 2	Action
SuperCross Circuit 989 Sports	Sports
Thrasher Skate and Destroy - Rockstar	Sports
Tiger Woods/PGA Tour 2000 - Electronic Arts	Sports
Toy Story 2 - Activision	Action
Vegas Games 2000 - 3DO	Misc.
Wild Wild West - Red Storm	Action
Worms Armageddon Hasbro Interactive	Action
Wu Tang: Shaolin Style Activision	Fighting
Nintendo 64	
Donkey Kong 64 Nintendo	Action
Kobe Bryant in NBA Courtside 2 - Nintendo	Sports
Looney Tunes: Space Race Infogrames	Action
Major League Soccer - Konami	Sports
NBA Showtime Midway	Sports
Rainbow Six - Southpeak Interactive	Action
Toy Story 2 Activision	Action
Turok: Rage Wars - Acclaim	Action
Fighting Force 2 Eidos	Action
NBA Showtime - Midway	Sports
South Park: Chef's Luv Shack - Acclaim	Misc.
Street Fighter Alpha 3 Capcom	Fighting

(*) Bonus Pack Includes:

- Free Magazine Offer • Collectible 3D Trading Card • Memory Card Sticker
- Special CD Offer* includes: Music Soundtrack, PC Screensaver Program, Anime Wallpaper, and Selected Voice Files. *(small shipping & handling fee required for Special CD Offer)

THOUSAND ARMS



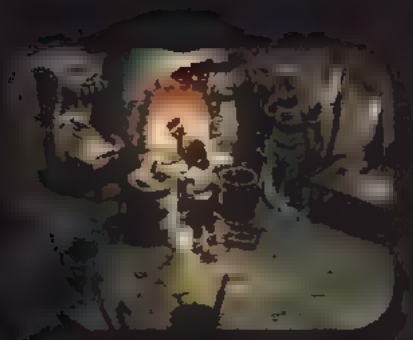
- Dual-disk RPG epic packed with theatrical quality animation and 12 hours of spoken dialog!
- The first ever RPG/Dating Simulation on the Playstation®!
- Unique combination of hand-drawn artwork and wonderful 3-D environments!

PlayStation

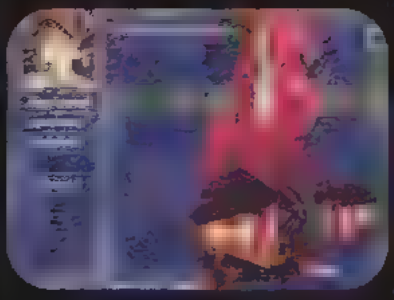
ATLUS

www.atlus.com

RP



Uniquely immersive role-playing experience is limited only by your imagination.



Collect over 150 creatures including rare and ultra-rare breeds. Then custom combine them into millions of powerful new monsters.



Strategically use your monster's dominance of one of the four elements: Earth, Wind, Fire or Water.



INFINITE MONSTERS



Pit your creation against a friend in the arena mode.

Welcome to the world of Jade Cocoon: Story of the Tamamayu. As Levant, a Cocoon Master, you will engage powerful monsters in deadly one on one combat. As the magic and talon clash of these titanic battles turn to your favor you can call on the mystic Cocoon powers and capture a fallen foe as they are on the brink of death. Once captured these mighty creatures can be trained to fight for you and combined with other monsters to form millions of new beasts. Once created these creatures will be your key to surviving the perils of the forest.

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JADE
COCOON
STORY OF THE TAMAMAYU

A GRUDGE MATCH

65 MILLION YEARS IN THE



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The most vicious predators in history are back from extinction and ready to fight. Battle to the death against a Mega Raptor or 13 other savage dinosaurs. Crush objects and feast on edible power-ups in over a dozen arenas from The Lost World and Jurassic Park. Because when these flesh-ripping claws and bonecrushing jaws meet, the only instincts that matter are kill and eat.

MAKING





WARPATH
JURASSIC PARK

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logos are registered trademarks of Sony Comp[illegible] Entertainment Inc.

DREAMWORKS INTERACTIVE

PlayStation

www.warpathgame.com

IT'S CALLED "HARDCORE HEAT" BECAUSE "MUD SLINGING, AIR CATCHING, JAW BREAKING, STOMACH TURNING, ROCK PULVERIZING, SQUIRREL FLATTENING, GNAT SMASHING, FOREST CREATURE TERRORIZING, OUT OF MY WAY OR DIE, EAT MY DUST, STICK IT IN YOUR EAR, THIS ROAD AIN'T BIG ENOUGH FOR THE BOTH OF US, ALL-TERRAIN, OFF ROAD, STUMP JUMPING, BIG BAD ASS BOY. ...RACLE" — WOULDN'T FIT ON THE BOX.



ACTUAL SCREEN SHOT

TNN MOTORSPORTS

HARDCORE HEAT







5 intense play modes. 6 extreme world-class locales. 8 renegade drivers. Complete car customization.
Advanced artificial intelligence. Customizable replay mode.

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RP RATING PENDING

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Giant Gram: All Japan Pro Wrestling 2
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138 Metal Gear Solid: Integral
140 Tomb Raider: The Last Revelation
141 WCW Mayhem
142 Lunar 2: Eternal Blue
Silhouette Mirage
Thrasher: Skate and Destroy
143 Sheep
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144 Detonator Gauntlet
NBA ShootOut 2000
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145 Mag 3
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Knights of Carnage
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147 NHL Championship 2000
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Asteroids
Classic Bubble Bobble
Quest RPG: Brian's Journey

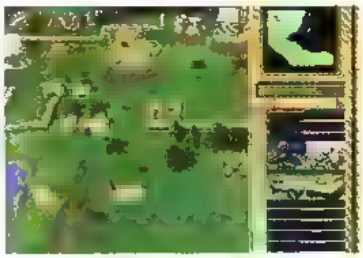
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This Month in Previews

While you're flipping through the next few pages, you may notice the Dreamcast previews section is a bit light. What gives? Isn't the system coming out really, really soon? Shouldn't the previews be pouring in by now?

Don't you worry your pretty little heads. Our HUGE cover story is picking up the bulk of the Dreamcast coverage this month. Also, we expect a lot more Dreamcast playable preview games by the next issue. Theoretically, we should have a bunch now but we're finding out a lot of third party publishers and developers are having technical troubles with Sega (no GD-ROM burners, no GD-ROMs to burn games onto, no network code to program online playability, etc.). We hope this stuff will be sorted out soon, so we can start covering DC games as heavily as we do PS games.

In other news, Nintendo continues to baffle us by providing us with surprisingly inadequate support. Due to security issues, they have problems with sending out playable N64 ROMs early on. Case in point: You never saw a full Command & Conquer preview in *EGM* because Nintendo never supplied us with a playable until the game was actually out in stores (that's also why you'll be reading the review in this issue, a month after the game's release). Sure, Nintendo provided us with a few screenshots a while back (which we ran some time ago), but we're not willing do a full preview just off of screens and a press release. Unfortunately, this won't be changing any time soon, as Nintendo policy is written in stone.



This month, we have two more late Nintendo-published games for you: Pokémon Snap and Mario Golf (they should be out by the time you read this). Sorry, it's out of our hands.





WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

TOP 5 Preview Picks

1.	Final Fantasy VIII	PlayStation, September 1999
2.	Crash Team Racing	PlayStation, October 1999
3.	You Don't Know Jack	PlayStation, September 1999
4.	Turok: Rage Wars	Nintendo 64, November 1999
5.	NBA Showtime	Dreamcast, November 1999

If you could only pick one, which would you buy?

source: videogames.com online poll

21% Perfect Dark

37% Final Fantasy VIII

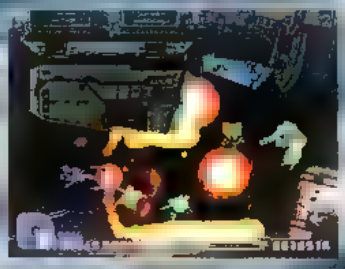
THE LEGEND RETURNS IN 3D!

The legendary series that set the standard is back! R-Type Delta returns with more of the frantic finger pounding excitement everyone expects from the R-Type series. Get ready for cool new weapons, more fiendishly clever levels, outrageous enemies, and all new 3D graphics designed exclusively for the PlayStation. This is the game that shooter fans everywhere have been raving about, so get that trigger finger ready and check out R-Type Delta.

- All new 3D graphics for the PlayStation
- Dual Shock Compatible
- 7 ships plus a hidden ship
- 7 levels of frantic trigger finger frenzy
- Two scorers can post and compare scores on the Agetec R-Type Delta Web site









-Official PlayStation Magazine

-Electronic Gaming Monthly

agetec

PlayStation

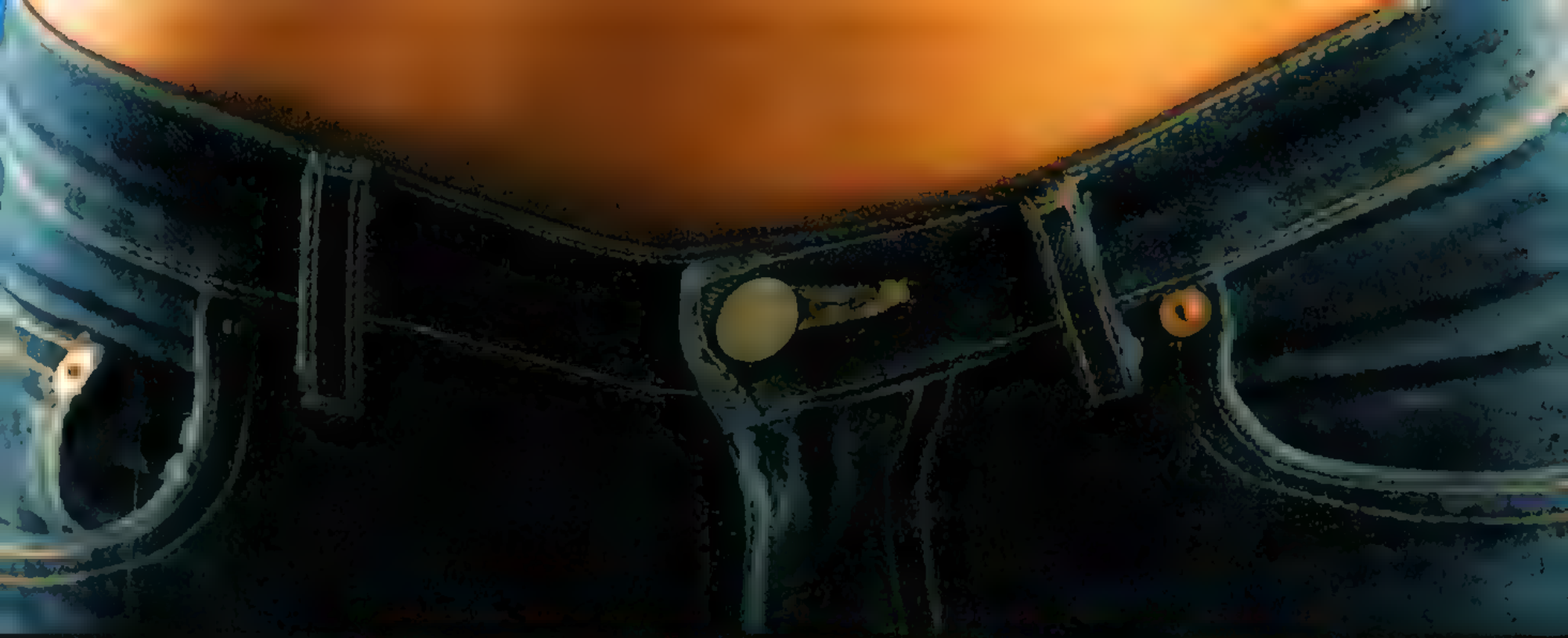
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THERE'S A NEW

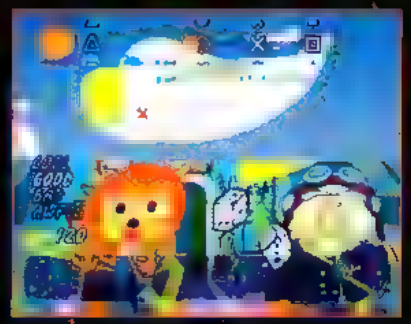
ROCK STAR

IN TOWN



Um Jammer Lammy™







PlayStation

Where Lammy goes, mosh pits follow. She's the guitar-slinging megastar of Um Jammer Lammy,™ the new rock video game. Problem is, she's late for her big gig with Milk Can, her all-grrrl band. Save the day by jamming to rock, punk, pop and other killer riffs. It's brought to you by the makers of Parappa the Rapper.™ You can even take on another player. Heck, you might even score groupies out of this.

Um Jammer Lammy is a trademark of Sony Computer Entertainment America Inc. © 1999 Sony Computer Entertainment Inc. Developed by Artoon. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

NBA Showtime: NBA on NBC

Midway
Midway
1-4
Sports
20%
November 1999
www.midway.com
www.nbashowtime.com

Awesome gameplay, create-a-player, near-perfect arcade port.

No network play.

The Washington Wizards' uniforms. Yeesh, what were they thinking?








There's not a lot to dislike about NBA Showtime. The fast-paced arcade gameplay has stood the test of time: Starting with the original NBA Jam and now with the Hangtime/Showtime incarnations, Midway's popular series continues to entertain the casual basketball fan as well as the hardcore. When it comes to simple and hard-hitting sports titles, Midway can't be beat.

Conventional wisdom states that if you're down by four points with 20 seconds left in the game, you foul the opposing team in hopes that they'll throw up a brick at the free-throw line and you grab the rebound. But what if fouling meant the opportunity for the other team to make a six point play, putting the game out of reach? "What kind of fed up basketball game is this?" you might say. The game is NBA Showtime. NBA on NBC, and it's anything but conventional.

Showtime runs a smooth 60 frames per second and features realistic, detailed player models. All 29 teams from the NBA are here, as are their respective arenas (naturally, there are a few hidden courts thrown in as well). The teams are comprised of 145 NBA superstars (including the recently drafted 1999 rookies, see sidebar), the standard hidden characters that we have all come to expect from Midway, and a bunch of team mascots thrown in just for kicks. The Create-A-Player mode allows players to create their very own superstar, complete with custom head, nickname and ability attributes. Showtime also has the official NBC license, which means that all of the camera angles you see in Showtime are the same as those used during an NBC televised game. It also means that the real theme music is present, which is good if you're a stickler for realism (and awesome if you like John Tesh. And really, who doesn't like the Tesh?).

A new element of strategy has been added to Showtime: fouls. Now before you put fists out there throw your controllers to the ground and shout "Where's the fun in that?", be assured that fouling doesn't detract from the gameplay. Every time you shove an opponent (who must have possession of the ball) to the ground, you get whistled for a foul. After five fouls, your opponent will go to the charity stripe. If he's successful, it's a three-point basket and they get the ball back. You really have to be careful who and when you foul, because a six point play with 30 seconds remaining is difficult to overcome. The real secret to winning, however, is taking advantage of being "On Fire." After making three consecutive baskets, your player will be "On Fire" and virtually unstoppable. This means an unlimited turbo bar, exemption from committing fouls and goaltending, and draining next-to-impossible shots with ease. But if you thought facing only one "On Fire" player was bad, be sure not to let the opposing team make three consecutive alley-oop baskets. The team will go into Team Fire Mode, and all the regular "On Fire" conditions will exist for both players. The only way to break Team Fire is by making an alley-oop dunk of your own. This is how games are won and lost.

If you still have reservations about buying a Dreamcast, hopefully a near arcade-perfect port of Showtime will help put your mind at ease.

SHOW ME THE $$$

Class of '99



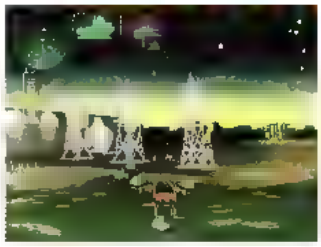
As if it weren't enough that kids these days can't wait to turn pro, it seems now that they can't wait to get into video games either. Midway is including the 1999 NBA rookies who were drafted last June, including the number-one pick of the Chicago Bulls, Elton Brand. Other soon-to-be Showtime stars include Steve Francis (Vancouver), Baron Davis (Charlotte), Andre Miller (Cleveland), Lamar Odom (LAC), Jonathan Bender (Toronto), Wally Szczerbiak (Minnesota) and Brand's former Duke teammate Trajan Langdon (Cleveland).





Vigilante 8: Second Offense

Activision
Luxoflux
1-4
Action
50%
October 1999
www.activision.com
A smooth frame-rate, even in multiplayer.
Some noticeable texture draw-in; floaty controls.
Bouncing like a tennis ball 100 feet into the air.



A nifty feature new to Second Offense is the hover capability. It can be used to glide over water or rough terrain with relative ease.



Hiding underwater can be useful, but it's hardly a failproof defense, especially when the other guy has tracking rockets.

CURRENT EVENTS

Bus Stop



Due to the recent nationwide outbreak of school violence (especially Jonesboro, AK and Littleton, CO), Activision has decided to remove the School Bus entirely from V8: Second Offense. Although they weren't pressured by any anti-violence groups or legislators, Activision wants to show that the industry is indeed sensitive to the concerns of parents about violent imagery and possible effects on children.

This is an interesting decision considering the school bus was a major part of the original marketing campaign for Vigilante 8. Activision has said there will be a replacement bus in Second Offense, but the exact type is currently undecided.

There's nothing quite like the thrill of vehicular combat to get your blood flowing. Spawned from the PC hit Interstate '76, the original Vigilante 8 took automotive destruction to a groovy new level on the PlayStation and the Nintendo 64. Set in the southwest United States during the 1970s, it was up to the Vigilantes, a group of freedom fighters to fight off the Coyotes, hired goons of a corporation bent on cornering the world oil market. The Vigilantes handedly defeated the Coyotes, ensuring that citizens can continue to drive fast and waste gas worry-free.

Fast forward 40 years, where the leader of the Coyotes, Sick Clyde, has been quite the busy boy. Instead of wallowing in self pity after the defeat of '75, he has spent the past four decades constructing a time machine, one which he hopes to use to travel back to 1975 and make another attempt at defeating the Vigilantes. So begins V8: Second Offense.

The standard modes of play return. One player can choose Quest, Arcade or Survival Modes, two players can choose Quest, go head to head, or play cooperatively, and one to four players can deathmatch against each other.

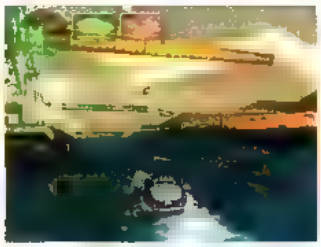
Players will have 18 brand spankin'-new cars to choose from, ranging from the standard four-door cruiser to a seemingly out of place Martian Land Rover. Some of the other vehicles include a garbage truck, semi-trailer, futuristic hovercar and some type of bus (Activision has decided to remove the school bus, see sidebar). Every vehicle is now equipped with alternative forms of propulsion. A hover-conversion allows a player to glide over rough terrain, a propeller system enables a smooth ride over water surfaces and a sled/tread combo permits maximum traction on snowy surfaces.

In addition to those new modifications, players can now customize the different attributes of their vehicles. By totaling an opponent, you can receive anywhere from one to five upgrade points that can be applied to either Avoidance, Strength, Speed or Something. This data can be saved to the VMU and used at the house of a friend (or enemy, as the case may be). And what good would a souped-up car be without an arena to drive around in? There are 10 new levels in Second Offense that are located all around the country, not just the Southwest. Some of these levels include a bayou in Louisiana, a nuclear power plant in Wisconsin and a steel mill in Pittsburgh.

V8: Second Offense happily takes advantage of the Dreamcast's graphical power. The game runs in a silky smooth 60 frames per second in both one- and two-player modes, and Activision promises that it will be just as smooth when four players battle it out. There is some noticeable texture draw-in at the moment, floaty control and some minor graphical glitches, but an October release gives Luxoflux enough time to make any necessary fixes.





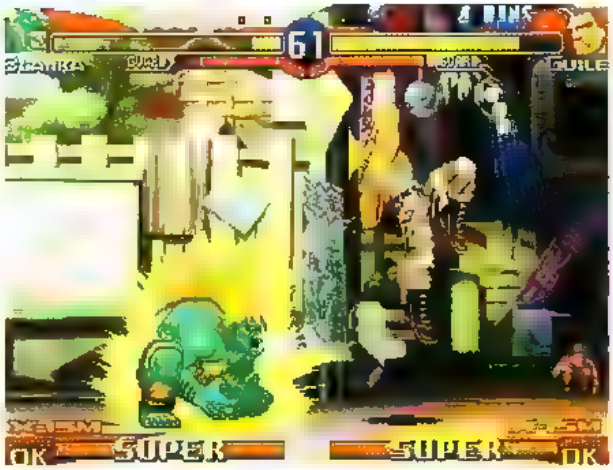


Street Fighter Alpha 3

Capcom
Capcom
1-3
Fighting
80%
November
www.capcom.com
The best Street Fighter conversion yet.
No fighting over the Internet yet.
Dreamcast controller is less than ideal for the festivities.



As is demonstrated by these screenshots, the boys are back in town. Blanka, Guile, Honda and Vega/Balrog are all included in SFA3.

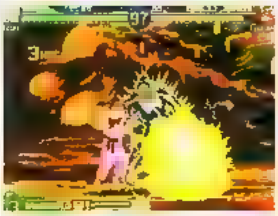


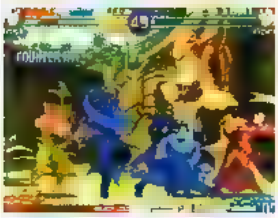
Seen here attempting to "light up" Guile, old friend Blanka is back to his old tricks.

Dramatic Battle

Street Divas

Three players can go at it in Dramatic Battle Mode.









When Street Fighter Zero (Alpha) 3 was first released for the PlayStation, critics were surprised by the quality of the conversion, noting that the PlayStation had to make very few sacrifices in animation and speed. Much lamenting was had when it appeared that Capcom would not be releasing a Saturn version (despite the 4-Meg RAM cart). Eventually, Capcom of Japan relented and announced that not only would a Saturn version be released in Japan), but a Dreamcast version as well. Although the Saturn version is still a month or so away, the Dreamcast version has finally been released in Japan and is undisputably the definitive version.

For starters, all the various modes that were found in the PlayStation version (World Tour, Dramatic Battle Mode, etc.) are accessible from the very start (without needing to unlock the secret ones). Second, in modes like the Dramatic battle, up to three separate players can join in (2 on 1) without any sacrifice in animations or "cheating" involved (i.e., no palette-swapped characters). As in Marvel vs. Capcom for DC, there is absolutely no slowdown and the game moves lightning fast.

For Street Fighter fans, this is the ultimate SF collection, much in the way The King of Fighters Dream Match 1999 is for SNK fans. Selectable from the outset are 32 different Capcom characters, with the usual suspects Ken, Ryu, Chun-Li and Zangief returning yet again. Bringing up the rear are old-school SF veterans making their first appearances in the Alpha series. Your tears will flow upon seeing the glorious return of SF favorites like Guile, Blanka, Fei Long and Dee Jay.

Aside from the large variety of modes offered (versus, Final Battle, training, survival, team battle, etc.) there are also mini-games to download into your VMU memory card for Street Fighter action on the go.

As has become expected of Capcom to Sega ports, loading times are practically non-existent, game speeds range from normal to hyper light speed, and the control is dead on the money. The only problem gamers might find with the conversion has nothing to do with the game and more to do with the Dreamcast controller. As if it hasn't been documented already, the DC controller is less than ideal for Capcom's fighting games, but not as horrible as some may claim. No worries, however, because the Dreamcast fighting stick works just fine.

Scheduled for release in November, Street Fighter Alpha 3 will give SF fans a lot to look forward to. Now all we need from Capcom is Street Fighter III: Third Strike (hint, hint)!



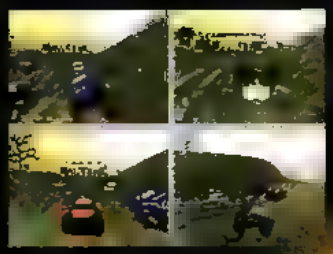




In Final Battle Mode, you must defeat M. Bison in a solo match (he's called Vega in Japan).

REACH OUT AND CRUSH SOMEONE











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EVERYONE E

ESRB

NINTENDO 64

Microsoft

ROCKSTAR GAMES

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PREVIEW

The King of Fighters: Dream Match 1999

SNK

SNK

1-2

Fighting

100%

Available now (Japan)

www.neogeo.co.jp

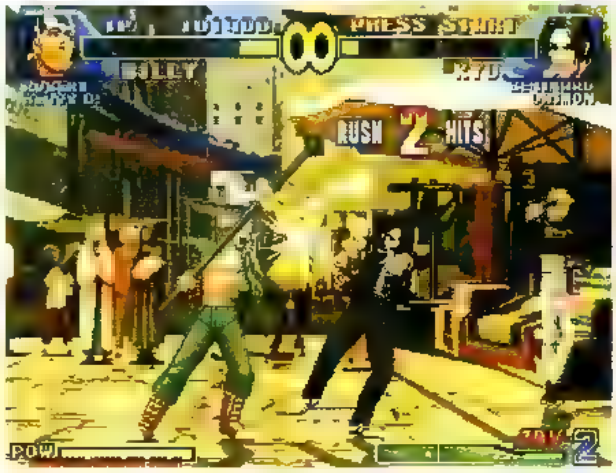
This is one of the best 2D fighting games ever.

It's still a 16-Bit game.

It's a 16-Bit game on a 128-Bit system.



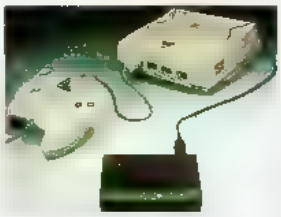
Newer characters, like Heavy D!, benefit from more ambitious animation routines that give them a supple, fluid appearance. Eat this, Robert Garcia!



Although the backgrounds look like the same old 2D stuff, wait until you see 'em in motion. 3D eye-candy for the KOF series!

KOF ON THE GO

Mini-Me



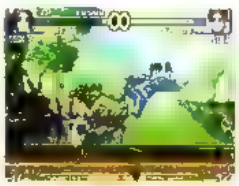
One of the best things about The King of Fighters: Dream Match 1999, is the link-up feature between the Dreamcast and the Neo•Geo Pocket Color. You can "build" a fighter on the NGPC and then upload it to the Dreamcast, which in turn may be downloaded back to the NGPC. As your character's stats improve, you can use the points you gather on the NGPC to unlock gallery illustrations on the Dreamcast version. Currently, KOF:DM1999 is the only SNK game to utilize this feature, although you can probably expect SNK's future, Naomi-based arcade games to incorporate it as well, making the NGPC to Dreamcast as Game Boy is to N64. Can you say, "SNK vs. Capcom?" I bet you can!

As it is, the King of Fighters series has always brought SNK's superstars together in one convenient package. Although you won't find any characters from Metal Slug or Samurai Shodown in a KOF game, you will find the cream of the Fatal Fury-Art of Fighting-crop standing alongside the original KOF combatants. Now, with the Japanese release of King of Fighters: Dream Match 1999, you get the best of the past three incarnations of the series, plus some Dreamcast-exclusive features that make this the best installment of the series without a doubt. Although this isn't the "true" KOF '99 (it's more like a KOF '98 Special Edition), fans will easily forgive SNK for attaching the "1999" to the title.

To begin with, 38 fighters are available from the get-go, with alternate versions of some opening up after you've reached certain criteria. All of your King of Fighters' favorites are here. Stalwarts to the series like Kyo Kusanagi, Joe Higashi, Terry Bogard, Mai Shiranui, Iori Yagami, Robert Garcia and Billy Kane return along with newer characters like Heavy D, Lucky Glauber and Kyo-wannabe Shingo Yabuki.

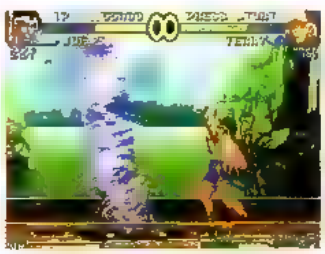
While previous non-Neo•Geo installments of the series were of varying quality (Saturn versions usually being pretty good, PlayStation versions, err, usually not so good), the Dreamcast proves more than capable of handling the lush, speedy 2D visuals of SNK's premier franchise. Instead of the usual 2D bit-mapped backgrounds, SNK has seen fit to enhance these BGs with 3D elements, while still retaining the famous SNK "feel." Boats, islands, locomotives all move about in the backgrounds, while the characters with their "realistic" shadows romp around in the foreground. The short of it is that the overall look feels a lot more complete than the series ever did before. The action is fast and smooth, with almost no slowdown and the newer characters are extremely well-animated. Loading times are also kept to a minimum due to the large amount of on board RAM and the 12X GD-ROM drive.

Perhaps the coolest new feature, graphical tune-ups aside, is the link-up capabilities between the Dreamcast and the Neo•Geo Pocket Color version of King of Fighters R-2 (see sidebar). With all the usual modes present (team battle, single battle, versus, survival, training, etc.), this might be the fighting game purist's ultimate wish. Strongly rumored to be arriving in the U.S. at the Dreamcast's launch, The King of Fighters: Dream Match 1999 could give Marvel vs. Capcom a run for its money.











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Sega Dreamcast.

RATING PENDING RP ESRB

Genki

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1,200

NOT NUMBER

The number of unique rooms within Kowloon castle, one of the places you'll visit in Shenmue.

Shenmue

This month, we present a small Shenmue portrait gallery from Yu Suzuki's latest masterpiece. The amount of detail in these close-ups is startling. Each strand of hair, every minute facial whisker has been rendered with much natural finesse. Keep in mind that these compositions are made up of polygons within the Shenmue game engine... in real time. The faded picture of the child (far right center) is the protagonist Ryo at a young age. Shenmue should be out in Japan this **winter**.



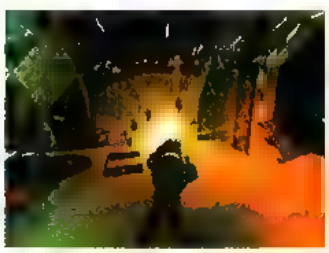
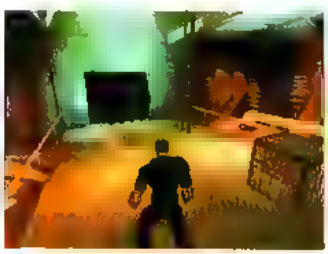
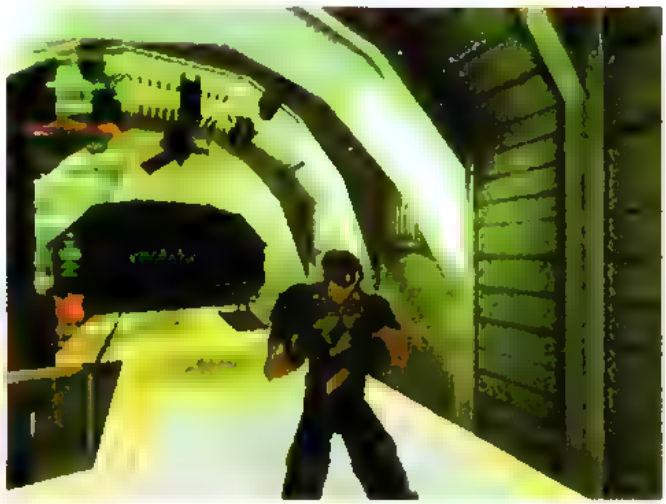







Force 2

Fortunately **Core Design's** sequel to its crappy but inexplicably successful 3D action/fighter is nothing like its predecessor. This time you just play one character who runs around military complexes blowing stuff up while pulling off a pretty mean impression of Solid Snake. **Eidos** has high hopes for the Dreamcast version set for release in **November**, and it has to be said that if nothing else, the graphics look pretty sweet.



Prepare to immerse yourself in the epic adventure that is *The Phantom Menace*. As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All-consuming? Yes. But then, there's no such thing as a part-time Jedi.

TEEN

PC CD

PlayStation

www.lucasarts.com/products/phantommenace

www.starwars.com

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SOUTH PARK TRIVIA

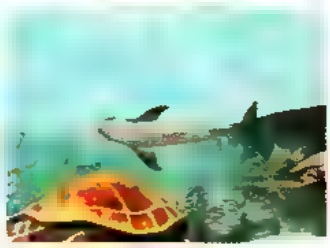
The undecipherable line in the song "Kyle's Mom Is a Bitch" is "Then on Sunday just to be different, she's a super king kamayamaya bi-yatch."

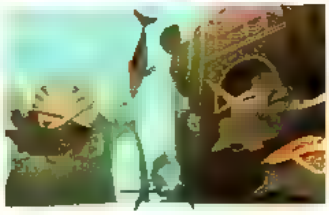
Ecco the Dolphin

Here are more screenshots of the new Ecco the Dolphin, developed by **Appaloosa Interactive**. **Sega** has not put out an official release date, but we expect the game to come out by the **end of the year**









South Park: Chef's Luv Shack

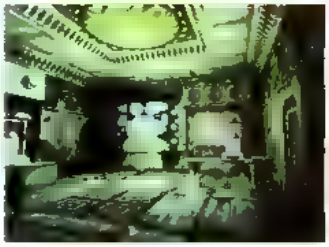
Imagine a large selection of both general knowledge and South Park-based questions presented game-show style and then interspersed with a variety of mini games and you have a rough idea of what this is like. Developed by **Acclaim Studios** in Austin, Texas, the game is currently scheduled for a **November** release and is suitably puerile in its humor. A Simon-esque game called "Spank the Monkey" anyone?





Seven Mansions: The Uncanny Grimace

Set on a small remote island in the South Seas, you and a partner must explore a group of buildings infested with evil. This is the first "survival horror" title that allows you to play simultaneously with a friend. **Koei** plans on releasing Seven Mansions: The Uncanny Grimace in the **summer of 2000**.



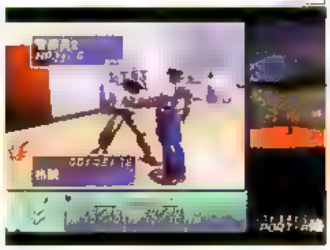

Virtua Striker 2

Originally an arcade title that ran on **Sega's** Model 3 Step 2 hardware, Virtua Striker 2 will make its way home to Dreamcasts this **fall**. Seeing as the Dreamcast is more than capable of producing arcade-perfect ports of Model 3 games, Virtua Striker 2 should be as good, if not better than the original. No word yet on a release date stateside, but given the rising popularity of soccer in this country, you never know!




Espion-Age-Nts

"Espionage agents," get it? Well, **NEC Home Entertainment** certainly hopes you do. After the critical and commercial non-reaction to Seventh Cross and Sengoku Turb, **NEC** brings us its latest, and most intriguing, attempt at electrifying the Dreamcast library. Think of a multi-screen Rainbow Six-style simulation game and you're still probably way off. In any case, look for more details when it releases this **fall**.

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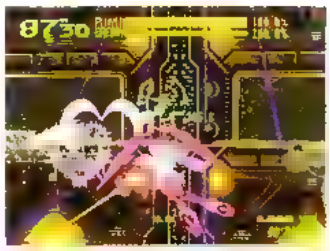
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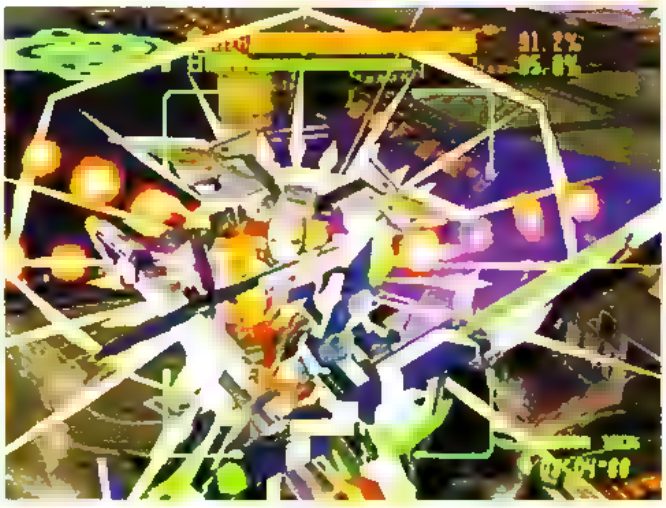
ACTIVISION

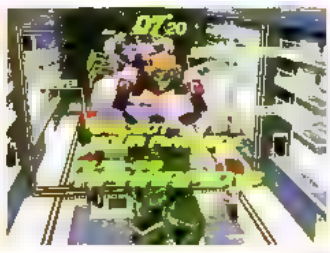
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Virtual On: Oratorio Tangram

Known to fans of the game as Virtua On 2, Virtual On Oratorio Tangram is another Model 3 Step 2 arcade conversion for the Dreamcast that's shaping up to be an exact port. In VO OT, two mechs are locked in a duel to the finish in an enclosed arena. There's no solid release date yet in Japan but **Sega** has confirmed that VO OT will ship by the **end of the year.** A U.S. release has not been announced



Giant Gram All Japan Pro Wrestling 2 featuring Virtua Fighter Budokan

Giant Gram All Japan Pro Wrestling 2 is the sequel to the original Saturn game All Japan Pro Wrestling. Starring Jeffrey, Wolf and Kage from Virtua Fighter, Giant Gram supports up to four players on screen at one time, while running in hi-res and anywhere from 30 to 60 fps. Giant Gram is Japan's equivalent of something like WWF Attitude, minus the attitude. Giant Gram AJPW 2 is out in Japan now and is developed and published by **Sega**. It is unknown whether a localized version will make it to the U.S. or not.

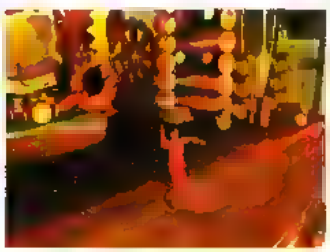




Super Producer

In Japan, pop idols are as much a commercial asset as they are a cultural phenomenon. Entire music careers are launched and forgotten within the span of a few months. In Super Producer, you play the role of a record executive on the make. You'll need to audition, rehearse, negotiate and plan out the artistic trajectory of your pop idol. There will also be online connectivity (via Dream Passport) to share your pop star with the rest of the world. **Hudson Soft** will release Super Producers in **September.**





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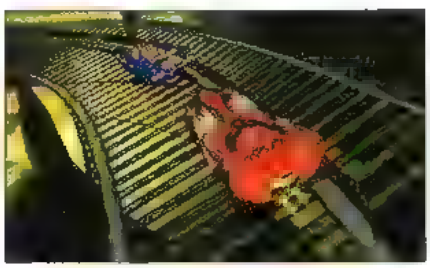
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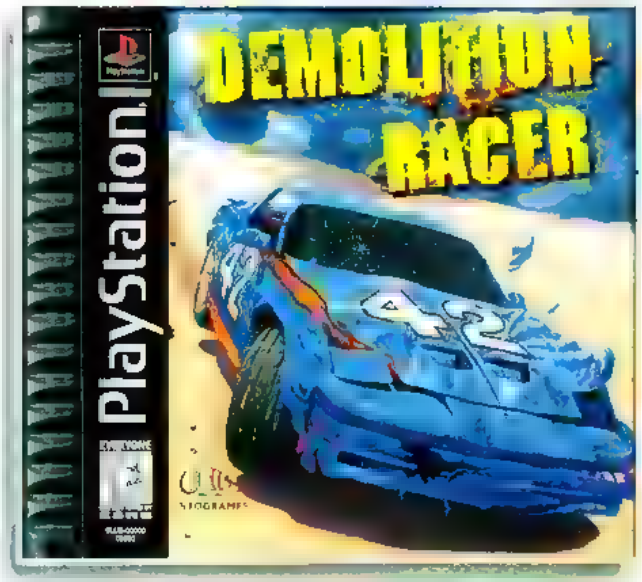
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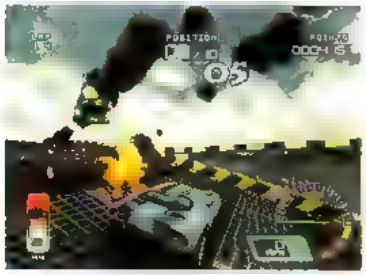
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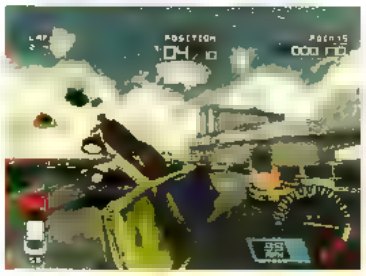


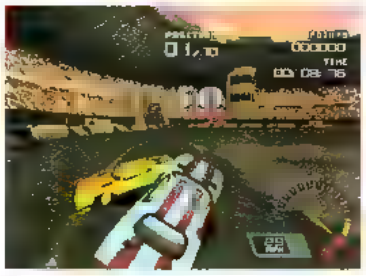














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PlayStation

INFOGRAMES

Pokémon Snap

Publisher:	Nintendo
Developer:	HAL Laboratories
Players:	1
Genre:	Strategy/Misc.
% Done:	100%
Release:	July 1999
Web Address:	www.nintendo.com www.pokemon.com

The Good: Watching Pokémon cavort around in a natural environment is cute as can be.

The Bad: What? No Mr. Mime? Curses! Not all 151 Pokémon are in, but most of the major ones are.

And The Ugly: Watching Slowpoke dip his tail in the water and (OUCH!) evolving into Slowbro.



If you throw an apple to one of the Charmander in the Volcano, his friends will come out to join him. You can get a group shot, too!



Take pictures of Pikachu in the tunnel stage and he just might jump on an Electrode and pose for the camera.

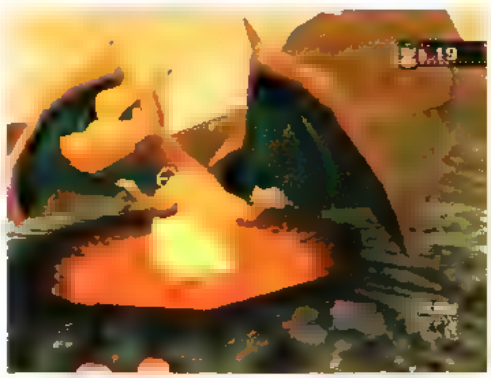
Like its Game Boy counterpart, you have to "catch 'em all," in Snap. Only you don't catch Pokémon in Pokéballs, you catch them on film. You star as Todd (or as yourself, but Todd is the name of the game's character in the Pokémon cartoon series), whose job is to help Professor Oak explore Pokémon Island.

You do that by jumping into the Zero-One, a specially designed all-terrain/no-terrain vehicle perfect for snapping pictures of monsters in their natural habitat. Getting them in the center of the frame and as large as you can will score you big points at the end of each track when the Prof gives you his mark. There are six regular courses in all: Beach, Tunnel, Volcano, River, Cave and Valley—and one bonus, Rainbow Road. On Rainbow Road you meet the most elusive of Pokémon.

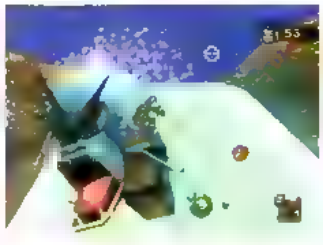
When you first start out, all you've got is your trusty camera, but if you do well, you'll be given items like an Apple-Shaped Pokémon Food, Pester Balls (to scare up some good reactions from the monsters), a Pokémon Flute to give them some music to dance to, and the Dash Engine, which speeds up the Zero-One. After collecting each one of these rewards from Oak, it's a good idea to go back into previous courses and see if they'll help you to open up new things. If an area looks like you might be able to do something or throw something in to get a reaction, you probably can.

After you've taken your pictures, you select a few of your best from the role to let Professor Oak judge them. If the monsters are in the center, and fairly big in the frame, you'll get a good score. If they're reacting to something, you'll get more points, and if there's another Pokémon of the same kind in the frame, your score will be doubled. The second goal of the game is to find things in nature that look like Pokémon, and take pictures of them. When you've finished the tracks—and hopefully gotten close to all of the 63 or so monsters in the game—Challenge Mode opens up (where your score matters much more).

Plus you can save four of your best shots to print onto stickers at Blockbuster Video locations in a promotion that runs through Thanksgiving.





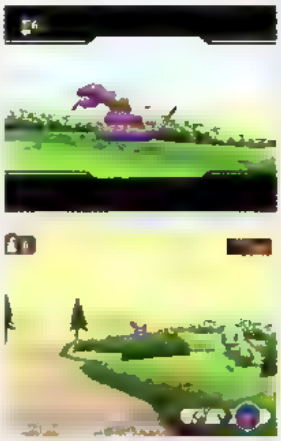




64 DOUBLE D

Gotta Snap 'em All

When Snap was first announced for the 64DD, it looked a little different from the final game. Shown in early screens were tracks not included on the cartridge version, and a different viewfinder display when taking pictures. Ekans (shown below) isn't in the final game. Maybe when the DD is released in Japan we'll see an enhanced version of Pokémon Snap.





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T TEEN ESRB

PREVIEW

Mario Golf

Golfing Etiquette

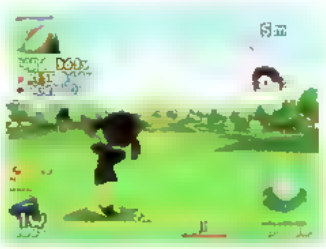
courtesy of www.pga.com/instruction/etiquette/index.html

"No one should move, talk or stand close to or directly behind the ball or the hole when a player is addressing the ball or making a stroke."

Of course all rules of etiquette are thrown out the window in Mario Golf. :)

Publisher: Nintendo
Developer: Camelot
Players: 1-4
Genre: Sports
% Done: 100%
Release: July 1999
Web Address: www.nintendo.com
The Good: From the same developer as Hot Shots Golf.
The Bad: At times things get almost too cute.
And The Ugly: Player taunts will drive you insane.







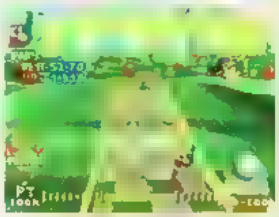
Mario Golf packs a variety of familiar players. Beyond the four starting characters, you can access 10 more by winning the ring game or beating computer players or courses. Still others can only be opened by a stroke of marketing genius–interfacing with the yet-to-be-released Game Boy version of the game. Nintendo really knows how to get the most from a mascot game.

GAME MODES

Big Variety

Speed Golf, Putt-Putt, Ring Game, Skins Game...







Take a load of cute Nintendo characters, give 'em golf clubs and toss in the game engine from Hot Shots and you're virtually guaranteed a great title. In a nutshell that's exactly what Camelot and Nintendo did, only with more game modes and variety.

It's ironic that two lighthearted golf games, Hots Shots and now Mario Golf, have the most realistic golf physics of any in the genre past or present. It's weird but true, and Mario Golf is poised to take it even higher.

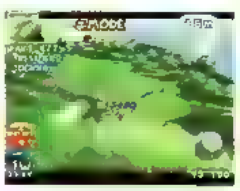
Beyond stiffer winds and the havoc they cause, gameplay is similar to Hot Shots. A friendly interface puts the right club in your hands plus aligns the shot. At that point, back-spin, wind compensation and nailing the shot meter are the only immediate variables outside of the power shot option. Essentially the game demands the same precise ball control that real golf requires.

For variety, each of the characters (14 total) has a flaw of some sort, except for Mario, of course. Wario has great distance off the tee but slices. Baby Mario hits very straight but not very far. Charlie hits far but has a slight hook. Luckily, shortcomings in control can be compensated for in the power meter. And, while some characters like the Princess, Baby Mario and Plum (to name a few) are weaker on the regular rounds, their dead on straight shots work well on the mini-golf courses.

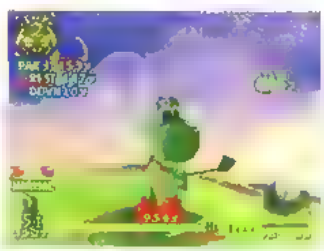
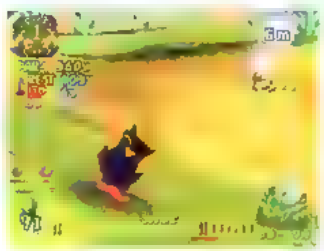
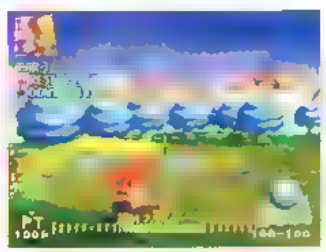
In addition to new characters, you can open up extra courses. Toad Forrest and Koopa Park (both beginner courses) offer standard greens and fairways. Boo Valley, Yoshi Valley and Mario Star feature undulating turf, cloud perched greens and incredibly challenging terrain. A variety of strategies can be applied to all six courses. Sometimes shooting over trees on the dog-leg or applying massive back-spin to a power shot are wise moves. Transversely, going at every situation with straight shots can work as well. It's a tribute to the game's stellar physics and gameplay.

Multiplayer is the most rewarding way to play. Whether on the mini-courses, Skins, Rings or Speed play, going head to head is great fun. Each player has four annoying taunts (plus four more cheers) for distraction purposes. If they don't drive you crazy it's quite fun to use the entire game.

It's safe to say Mario Golf is destined to become the top golf game for the N64.




Course overviews and floating cameras give a good amount of preshot perspective.

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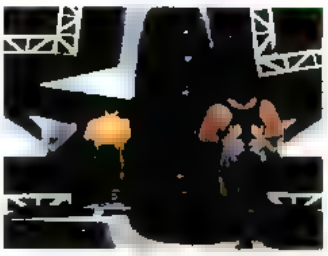
PlayStation

ESRB

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WCW Mayhem

Publisher:	Electronic Arts
Developer:	Kodiak
Players:	1-4
Genre:	Wrestling
% Done:	75%
Release:	October 1999
Web Address:	www.ea.com
The Good:	Backstage brawling with more than 50 WCW stars.
The Bad:	No cage matches or other famous gimmick fights.
And The Ugly:	The Spring Stampede set (think Nitro meets Hee-Haw).





A quick trip up the entrance ramp takes you to one of 12 randomly selected battle zones, each with its own associated weapons and hazards.

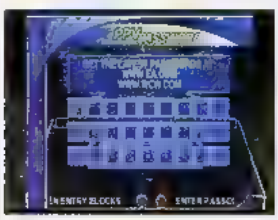
WEB CODES

Pay-Per-View



In a novel twist on the now-obligatory Pay-Per-View Mode, WCW Mayhem lets gamers input special codes, which will be available on both WCW's and EA's official Web sites, to re-create real-life PPVs.

For instance, if you enter the proper "Bash at the Beach" code, the game will automatically create the top four matches from the most recent Bash, with all of the real participants and match stipulations.



WCW fans, are you rrrrready to rrrrumble? Electronic Arts' first foray into the seldom dull, occasionally surreal world of sports entertainment, WCW Mayhem, is nearing completion, and it looks like it's going to be as hard hitting as a folding chair to the noggin.

Although THQ has already released three successful WCW titles for the N64, EA wanted to wipe the slate clean and build the kind of wrestling game it believes the fans want: a fast, grappling based game with intuitive controls and easy-to-execute moves.

Rather than cram every conceivable gimmick match and option into Mayhem in the attempt to one-up some of the second- and third-generation wrestling titles on the market, EA is taking a long-haul approach to its newest franchise. The goal is to establish a highly playable, rock-solid foundation and build on that in the future.

That's not to say that Mayhem will resemble the staid, "scientific" wrestling of yesteryear; as previously reported, the action frequently spills out of the ring, up the entrance ramp, and into one of 12 randomly selected combat zones, including a locker room, boiler room, ticket office, infirmary and even the parking lot. Here you'll find an assortment of non-sanctioned weapons like crutches, guitars and baseball bats. One thing you won't see, however, is blood. WCW apparently was more than a little surprised to see "juice" in the two previous N64 titles, created by Japanese developers Aki/Asmik, and have barred it from subsequent games.

On the plus side, you do get more than 50 of WCW's biggest and baddest grapplers, each capable of performing 30 to 40 bone-crushing moves in addition to his real-life finishing move. Each star was photographed extensively to provide the highest-quality textures, while the game's motion data was provided by WCW Power Plant instructor "Sergeant" Buddy Lee Parker; high flying luchador Lizmark, Jr.; newcomer Lash Larieux, and ring veteran "Beautiful" Bobby Eaton (who looks like he's done plenty of "eaton" lately, judging by the size of his gut). A few A-list guys like Goldberg, Konnan and Bam Bam Bigelow also lent their talents to the game, mostly to insure their on-screen counterparts do them justice. (Incidentally, EA says Bam Bam is a huge gamer. He plays with his PlayStation so incessantly his wife has begged EA to stop sending him free games!)

Among the game's 15 unique arenas are the brand-new Monday Nitro set and 12 pay-per-view settings. The classic Nitro set, which the developers fully rendered before learning it was to be replaced, also is hidden somewhere in the game. For the PPV arenas, EA was allowed to extrapolate on WCW's real-life sets, making them even more outlandish







Sorry, blood 'n guts fans, but you won't find any of the red stuff in WCW Mayhem. While both WCW vs. nWo and WCW/nWo Revenge contained copious quantities of blood, WCW called it an oversight.







and colorful than the real things.

Perhaps inspired by Acclaim's WWF Attitude, EA has added an elaborate Create A Wrestler Mode. Players can create their own muscle-bound monsters with textures ranging from realistic to downright scary, assign a move set and a finishing move, and finally name their creations. If you pick one of several canned names, like "Mauler" or common names, such as "Mike" or "Steve," announcer Tony Schiavone will even say your creation's name while calling the action, which is great unless your name happens to be Che or Crispin.

Match types include one-on-one, tag team, triangle and Raven's Rules, named after WCW hardcore star Raven. In these matches, weapons are legal, and falls count outside the ring or outside the building, for that matter.

The game also has a Quest for the Belt Mode, in which the player attempts to rise from lowly jobber to world champion. There are two different divisions in this mode, Cruiserweight and Heavyweight, however, to win the world title as a Cruiserweight you eventually must go up against much larger wrestlers from the Heavyweight division.

As for gameplay, WCW Mayhem seems to lie somewhere between WCW/nWo Revenge and WWF Attitude in terms of complexity. What truly sets Mayhem apart, however, is its speed; the game is fairly fast, if not almost hyper. In common with traditional fighting games than some of the slower wrestling titles of the past.

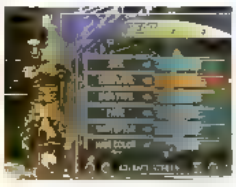
Although it can't be seen in these screens, a momentum meter that governs your wrestler's performance will be included in the final game. Aside from that, no other gauges or meters will clutter the screen. Occasionally, different pop-up messages will appear, urging you to pin an opponent or reverse a move.

The N64 version of WCW Mayhem will contain almost all of the audio found in its PlayStation counterpart (also scheduled for an October release) with one notable exception: no Bobby "The Brain" Heenan. Given the space restrictions of a 16-Meg cart (compared to a 640-Meg CD), something had to go, and that something was the Brain. Even so, the game contains several thousand lines of commentary from Mr. Schiavone. Additionally, ring announcements are made by the perpetually tan "Mean" Gene Okerlund, who also appears in the game as a hidden wrestler.

Another glaring omission (at least in Dan Hsu's opinion): no Nitro Girls! One development team member who shall remain nameless did confess, however, that the spandex-clad dancers were photographed for the game—twice! After the first session, the dancers were told that the original negatives were "accidentally" ruined. Oops.

Will WCW Mayhem join Madden, Triple Play and NBA Live atop EA's list of category-leading franchises? While the game won't eclipse the likes of WWF Attitude in the sheer number of options, EA seems to have succeeded in creating a solid foundation on which to build for the future.







During Weapons Matches, you can hit your opponent with every conceivable object, including a kitchen sink.

Da' Man

While EA isn't exactly a newcomer when it comes to motion capturing, the company says the mo-cap sessions for WCW Mayhem were particularly challenging because the computer had to make sense of two sets of dots, one belonging to the wrestler performing the move, the other to the victim.

Motion data for the game's 50+ characters was derived primarily from four WCW wrestlers, although a few stars such as Goldberg dropped by to lend extra personality to their characters.



PREVIEW

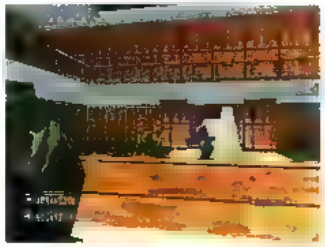
Tom Clancy's Rainbow Six

Publisher:	Red Storm
Developer:	Saffire
Players:	1-2
Genre:	Action/Strategy
% Done:	60%
Release:	November 1999
Web Address:	www.redstorm.com

The Good: Surprising conversion of a simply stunning PC game that surprised a lot of people.

The Bad: The PC versions suffered from bad AI.

And The Ugly: Not for the squeamish...there's a lot of blood.



Taking terrorists out quickly and efficiently is of paramount importance (above). Pop them before they kill their hostages.



Possibly the most impressive environment in the game is found inside the English Houses of Parliament (right).

BOOK CORNER

Clancy's Rainbow Six. Buh?

Bit of an odd one this, seeing as the rainbow is the universal symbol for homosexuality. With this knowledge you'd be forgiven for assuming that the story, and subsequently the game, dealt with six enraged homosexuals popping off terrorists with Navy SEAL-like accuracy. Nope, it actually slots in with Clancy's Jack Ryan series of novels (and movies...*Hunt for Red October, Patriot Games, Clear and Present Danger.*) Ryan is now president, and the chap who Willem Defoe played in *C&PD* is the head of the secret international military organization, Rainbow Six. The organization is an anti-terrorist group like the SEALs or the British SAS, but is funded by a number of different countries. No single government is responsible for their actions so they can step into pretty much any situation and take out the bad guys.

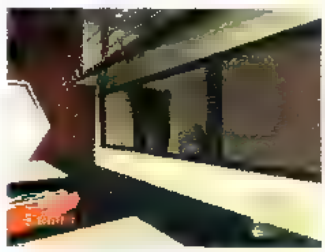
When the PC version of Rainbow Six was released last year, pretty much everyone went completely ga-ga over it. In a time when Quake II was ruling the roost, here was a game that used a completely new 3D engine, was based on a book (a book ferchrissakes!!!) by Tom Clancy, was from a relatively new publisher and mixed action elements with some pretty beefy strategy. Before it was finished a lot of people thought it was a little over-ambitious, but once it was released it helped establish a new sub-genre of action game. Who knows what you'd call it, but it's kind of a tactical/strategy/action thing. Sure, it had some problems...like an AI system that forced some of the NPCs (non-player characters) to act a bit odd, and it had some weird multiplayer quirks—but at its heart it was a good, solid game. The kind of thing you only normally get on the PC, and the kind of thing that console gamers look at and say, "I wish we had something like that."

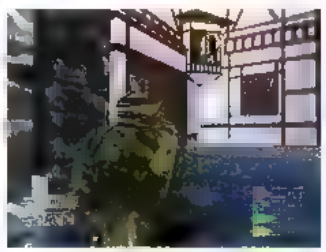
Well, lookee here...Red Storm has recognized this, and has commissioned a host of console versions. There's to be a Dreamcast version when the system launches, a PlayStation version that's a completely reworked game by Aliens vs. Predator developers Rebellion in the U.K., a Game Boy game (the inspiration for which you have to find surprising!)...and then this, the N64 game which we should see in stores in time for Christmas.

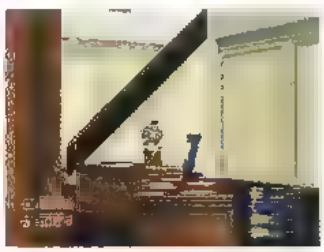
Based on Clancy's most recent Jack Ryan novel, the game puts you in the position of the commanding officer of Rainbow Six—a multi-nationally funded anti-terrorist organization that has to quickly curb any nastiness with the minimum amount of fuss. As CO, your job means that you have to be in complete control of every aspect of each mission...and that's what sets Rainbow Six apart from all other 3D action games.

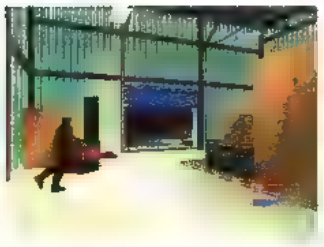
When you start a new campaign, which will take you through 12 individual missions, you'll be faced with a large amount of information to digest before you move into any actual "doing." Before doing anything you have to look through intelligence reports and briefings to find out exactly what it is you're supposed to be performing. Once armed with the facts, you have to pick a team of operatives from a list of 20 possible soldiers from around the world (each member has unique skills) and then arm them with the equipment suited for the mission in hand. Having done this, you can survey the plans of the location you're heading to, split your group up into teams and then plot points on a map indicating where you want them to go.

This whole "planning" phase is extremely important to the success of the run-in, kill everyone, rescue hostages and get out as quickly as possible thing, so you need to give everyone something important to do. The mission planner will give you











the flexibility to send your guys into action via different routes and then get them to hold their position before proceeding. By assigning orders to certain tasks you can send your boys in, get them into a strategically important location and then make them wait until everyone else is ready to proceed.

Once all of your plans are set, you step into the action element of the game where you take on the role of one of the soldiers. As the mission starts you'll see your teammates run off and carry out their orders exactly as you specified. You can choose to follow instructions to the letter – but if circumstances change you can choose to do a "one soldier routine" and just storm in guns blazing and try to blow stuff up without getting killed.

You can't play this thing like Quake or even GoldenEye for that matter though. You start off with 20 guys to choose from and it's in your best interest to make sure they don't get capped in the first couple of missions. The team members are effectively your "lives" – if you get killed you take on the role of another soldier – but once everyone's dead you no longer have any men with specific skills to send into battle. Each character has his own personality traits, and as you work through the game you actually find that you can rely on certain guys to get the job done. The idea is that if a character gets cut down midway through the game, you have some kind of emotional attachment. In practice it doesn't quite work like that, but if you have a particularly experienced guy who's fast and accurate, it is really annoying when you don't have him to rely on anymore. It certainly makes things more fun than the usual cannon fodder you find in most action games. Unfortunately, the version we had for this preview didn't have the AI system properly implemented, so we can't comment on whether the soldiers act as dumb as their PC counterparts. Let's hope not. Ask a PC gamer about Rainbow Six and they'll recount frustrated stories of soldiers not being able to walk through doorways.

Technically this is certainly an impressive achievement for the N64 though. While you wouldn't necessarily expect some of the gameplay elements to be suited to joypad play, it's surprising what a good job the guys at Saffire have done to take it away from a mouse-based environment. On a purely cosmetic level, it has to be said that the graphics engine is very impressive. With a 4-Meg pak slapped into the machine the 3D engine produces some amazing results. Running around inside the British Houses of Parliament and up the clock tower of Big Ben is particularly impressive with some beautifully drawn textures. It all runs very smoothly too and doesn't resort to excessive fogging in the more expansive levels.

While the PC version offered a comprehensive online multiplayer experience, the N64 version offers something that has to be applauded...a two-player co-operative mode. Sure it has your usual deathmatch play (although only for two players) but the co-op stuff is what could help make this a game people can really dig. Sneaking into an enemy base camp with a buddy can be quite an exciting experience – as long as you don't get pissed off and just start shooting at each other with heavy pieces of artillery.




You need to plan quite meticulously (below three shots) before going into the action phase of the game.





HISTORY

13, Lucky For Saffire?




Although Rainbow Six is a hot new gaming franchise that should be hard to mess up, Saffire's previous games have been a real motley bunch of products. The 12 products listed below that the company has worked on so far have ranged from excellent (Starcraft add-on pack) to some glorious examples of mediocrity (Bio F.R.E.A.K.S) to some utter, utter crap (James Bond on Game Boy). Let's hope 13 isn't an unlucky number for the team.

- **Starcraft: Brood War (PC)**
- **Oddworld Adventures (GB)**
- **Animaniacs Ten Pin Alley (PS)**
- **Bio F.R.E.A.K.S (N64, PS, PC)**
- **Rampage World Tour (N64)**
- **James Bond 007 (GB)**
- **Legends 98 (PC)**
- **Spider-Man: The Venom Factor (PC)**
- **Wayne Gretzky and the NHLPA All Stars (SNES)**
- **Hardball 95 (Genesis)**
- **Nester's Funky Bowling (Virtual Boy)**
- **Virtual Comics (PC)**


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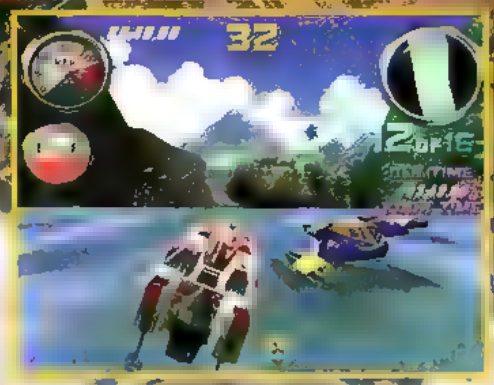
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GAMER'S REPUBLIC AUGUST '99



"HYDRO THUNDER IS A THRILL-A-SECOND EXPERIENCE FROM BEGINNING TO END. THE GAME IS INCREDIBLY FAST AND FLUID AND THE TRACK DESIGNS ARE TO DIE FOR..."

IGN DREAMCAST JUNE '99



"...A MIX OF DEATH-DEFYING LEAPS, TIGHT RACING ACTION, AND THRILL-A-MINUTE TURNS AND BURNS."

GAMEPRO JUNE '99

30

HOT NUMBER

The number of awards and accolades Starcraft has garnered from the gaming press since its release on the PC last year.

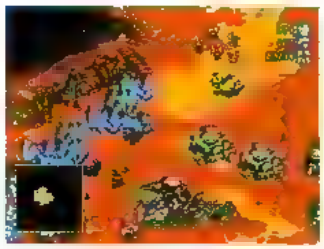
StarCraft

Publisher:	Nintendo
Developer:	Mass Media
Players:	1-2
Genre:	Strategy
% Done:	65%
Release:	September 1999
Web Address:	www.nintendo.com

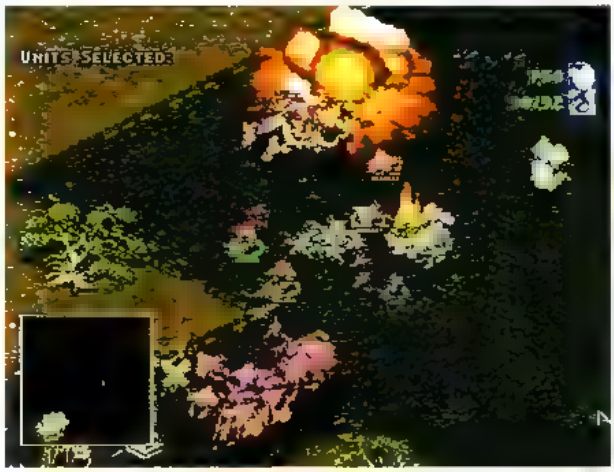
The Good: Addictive gameplay, 3 unique races, 2-player splitscreen.

The Bad: Splitscreen kills the stealth strategies in StarCraft.

And The Ugly: A Zerg rush against an undeveloped Protoss base.



Like all real-time strategy games, mining raw minerals to produce more units is an ever-important part of StarCraft.



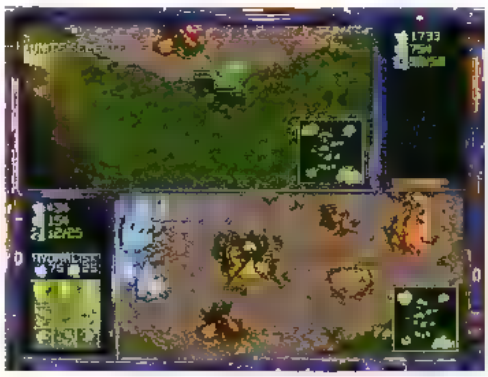
Zergs produce units quickly and can easily overrun enemy bases. They can also infest enemy command centers.

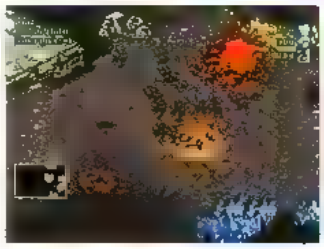
One of Nintendo's big surprises at E3 this year was StarCraft, a mega hit PC game published by Blizzard last year. Nintendo's decision to publish both StarCraft and Command & Conquer (see Review Crew) suggests that they're trying to diversify their games library in order to attract more mature gamers.

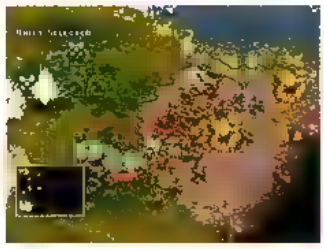
StarCraft for the N64 includes both the original game, as well as the Brood War add on missions for maximum replay value. There are a total of six "episodes" (more than 50 missions) which have running story lines. Additionally, there are also single and multiplayer maps exclusive to the N64 version. There's no Battle.net of course, but you can play two player via splitscreen mode. This implementation is somewhat dubious, as you pretty much lose a large part of the strategy if you know where your opponent is on the map from the onset.

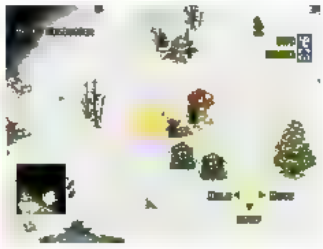
StarCraft involves a massive conflict between three unique races: Terrans (humans), Protoss and Zergs. Each species has strengths and weaknesses that work together to keep the game nicely balanced. Terrans have access to a wide array of weapons and vehicles, but are the weakest of the three races so you'll have to rely on pure firepower. The Protoss use their heightened control of psionics to overwhelm their opponents. Because the Protoss are the most resilient of the three species, producing units will naturally take more time. Lastly, there are the hive-like Zergs which expand and breed fastest of the three. Whichever race you choose to play with will inevitably dictate how you play the game.

If you're used to seeing the action in 640 x 480 on a computer monitor, get ready to do some adjusting. Both resolution and animation has been scaled back to accommodate the N64's restraints. Another major crippler for StarCraft is the lack of mouse support for N64. Everything you took for granted on the PC version—selecting multiple units or jumping between hot points on the battlefield—is handled through the analog stick. Regardless, Mass Media has done a commendable job porting StarCraft to the N64.









MULTIPLAYER

Star Wars



Why was StarCraft so successful on the PC? Simple. Multiplayer support. Blizzard's battle.net system combined stable Internet gameplay with a seamless front end for StarCraft chat and trash talk. While on the N64, you can only play the game between two players in splitscreen mode, you can add enemy AI to create a sense of having more than just two players struggling for power. This version also limits the number of total opponents per map to a maximum of four (as opposed to eight on the PC). However, you can have both players on the same team battling it out against the CPU in co-op mode. Add that to the all-new multiplayer maps and you have a game that's highly replayable.

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Tecmo

Hot Wheels Turbo Racing

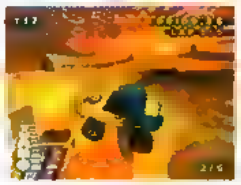
Publisher:	Electronic Arts
Developer:	Stormfront Studios
Players:	1-2
Genre:	Racing
% Done:	80%
Release:	Fall 1999
Web Address:	www.ea.com
The Good:	More than 40 classic Hot Wheels cars.
The Bad:	A game like Micro Machines made better use of its license.
And The Ugly:	Criss-cross-crash.

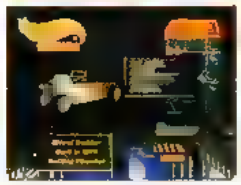


Performing outlandish flips, barrel rolls and 360s mid-air earns you all-important turbos.







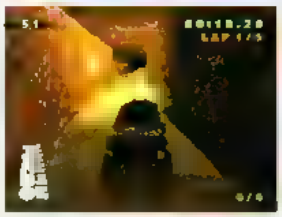


Visit the garage to learn about a car's attributes as well as the year it was originally cast.

CAR SELECTION

Hidden Paths





Like a lot of other racing games, the cars in Hot Wheels Turbo Racing are rated according to their top speed, jumping ability, control and durability.

A bit of trial and error is required to find the best car for each track.

While they don't perform exceptionally well on road courses or tracks with a lot of jumps, 4X4s perform extremely well on many hidden shortcuts, such as the one seen in the screens above.

Quick – what company makes the most cars each year? Yup, it's Mattel, maker of Hot Wheels. Introduced in 1968, Hot Wheels are collected by more than 15 million children and adults, who purchase them at a rate of seven per second, 365 days a year.

Hoping to capitalize on the enduring popularity of these tiny metal cars, Electronic Arts is readying the first-ever Hot Wheels PlayStation and N64 game, Hot Wheels Turbo Racing.

The game includes more than 40 classic car designs you're almost certain to remember from your childhood, including Twin Mill, Red Baron, Jet Threat and Cat-A-Pult. It also includes many trademark Hot Wheels track elements, including loops, danger chargers and criss-cross intersections guaranteed to provide plenty of thrills and spills.

Turbo Racing plays much like San Francisco Rush or Beetle Adventure, with plenty of hidden shortcuts, pick-ups, breakthrough areas and H-U-G-E jumps. The game's main innovation is a stunt mechanic that allows players to earn extra turbos by performing mid-air spins, barrel rolls and end-over-end flips. Blow the landing, however, and you could end up upside down ...or in flames.

Environments include Wild West, Glacial Rift and Haunted Highway. Each of the game's 10 tracks is loaded with hidden shortcuts, power-ups, and bonus cars. You'll also find plenty of trademark Hot Wheels tracks – you know, those narrow, brightly colored track sections capable of being bent into seemingly impossible configurations (or did you just use yours to whip the snot out of your little brother?).

Like to listen to crank n' tunes while you drive? Hot Wheels Turbo Racing features tracks by such artists as Mix Master Mike, Rev. Horton Heat, Meat Beat Manifesto, Primus and more. Most of the songs have a frenetic, surf guitar sound that suits the game perfectly.

If you're an avid Hot Wheels collector or you just like over-the-top racing games, Hot Wheels Turbo Racing is well worth taking for a spin.









"The new king enters the ring!"

-GamePro



November 1999

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NINTENDO 64

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HOT NUMBER

The number of Turok games Acclaim has sold worldwide so far (including PC titles).

Turok: Rage Wars

Three issues ago, Quartermann got the exclusive scoop on **Acclaim**'s next game in the mega-popular Turok franchise, Turok: Rage Wars (formerly Turok: Bloodlust). Here are the first screens of it in action.

As Qmann previously reported, Rage Wars (due out this **November**) will concentrate on the multiplayer side of things. The game will have 17 playable characters, 36 deathmatch maps and loads of new items and weapons. Some of the things you'll find include magnets (which are used to change the trajectory of gunfire) and war hammers with grenades on the ends of them (which explode on contact - almost as deadly as attack dogs that shoot bees out of their mouths when they bark).

The game will also have a bunch of modes including Capture the Flag, team play and an improved Frag Tag, where the monkey is no longer helpless (it can get a power-up that will allow it to grow into a monster).

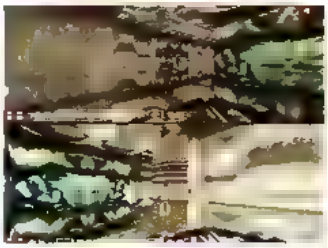
Rage Wars will have an awards system as well, where you get medals for wins, head shots, kills, etc. You'll be able to unlock secrets (like new character models (i.e., "skins") by earning enough medals.

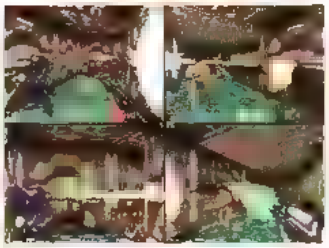
This all sounds fine and dandy, but if you remember Turok 2, the four player game left a lot to be desired. "Turok: Rage Wars will be much faster and smoother than the Turok 2 deathmatch game," David Dienstbier, creative director at **Acclaim Studios-Austin** (formerly Iguana), tells us. "We will be caching entire levels in RAM, making everything run much better than they did in Turok 2." Let's hope so.

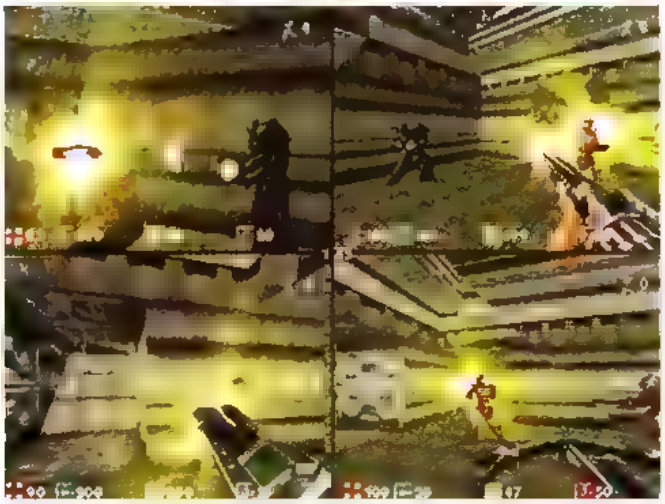
And if four-player deathmatch isn't your thing, Rage Wars will have a single-player game (arena-type combat with CPU-controlled bots) and a two-player co-op mode.









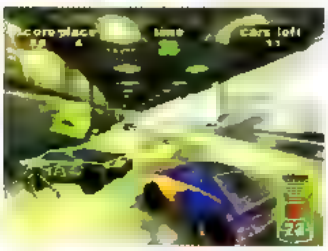






Destruction Derby 64

The mega-popular (and in our opinion, slightly overrated) Destruction Derby series is finally coming over to the Nintendo 64. Licensed through **Psygnosis**, published by **THQ** and developed by **Looking Glass**, Destruction Derby 64 will be a completely new game with new features such as a four-player option and Bomb Tag Mode (it's like a game of Hot Potato, only with bombs).

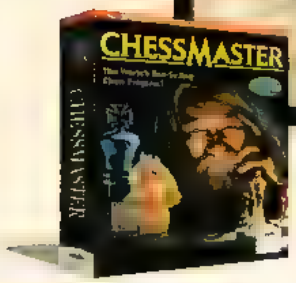






SOMEWHERE, GEORGE HAD MADE A MISTAKE. His [illegible] had forced his retreat and now held him in check. With [illegible] looked hopeless. This isn't Chessmaster, he thought. There is no [illegible]. And then he turned back to the magnificent chess sets of Chessmaster. The lessons learned [illegible] Chessmaster opponents against whom he had matched wits and sharpened his [illegible] for [illegible] levels. The voice of the Chessmaster coaches now. And [illegible] the voice again. "Counterattack in the center. . N Q4." Why hadn't he seen it before?

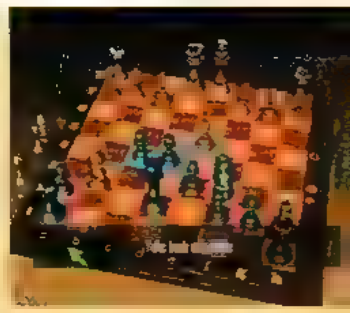




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EVERYONE E

Resident Evil 2

We told you everything you need to know about RE2 for N64 in last month's Resident Evil Everything feature, so here are some more screens to tide you over until the game hits store shelves in **October**

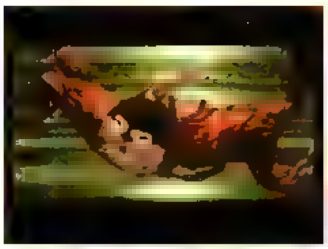


















Roadsters

More than just a pretty racing game, **Titus'** Roadsters, due in **September**, has you betting on the outcome of each race and spending your winnings on auto upgrades and entry fees into higher-stakes circuits. You can even bet against yourself. The game features a four-player mode and packs 10 tracks and 30 convertibles with multiple engine configurations. You'll also be able to trade cars with opponents

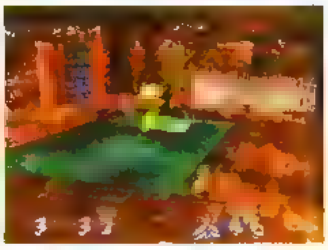




Gex 3: Deep Cover Gecko

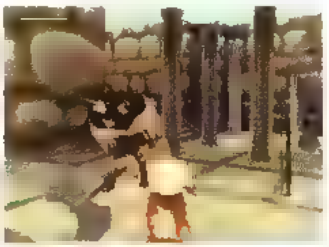
Gex 3: Deep Cover Gecko is making its way over to the N64 from the PlayStation thanks to **Crave Entertainment** and **Crystal Dynamics**. This **August** release features three new levels exclusive to the system, two of which are more or less bonus rounds. More interesting is the lack of Gex's repeating voice—a problem found in Gex: Enter the Gecko. Apparently, a particular phrase will only be spoken once per level

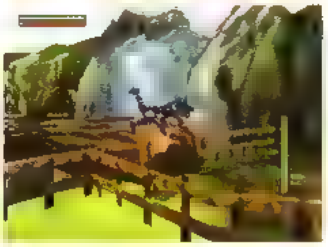




Hercules: The Legendary Journeys

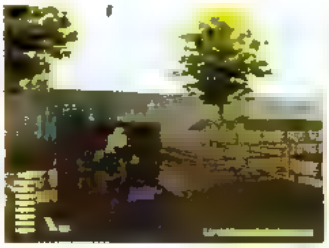
With a **spring 2000** release date, **Titus'** Hercules is still a ways away, but it already looks like it'll capture the goofball antics of the popular TV show. You play as four different characters—including main man Herc—on a quest to rescue Zeus from Ares, the god of war. Each character has his own weapons and magic. You'll go up against a couple of Titans, too.

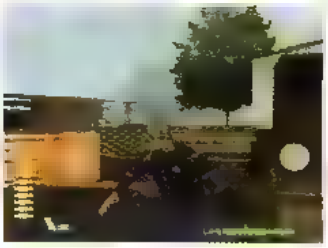
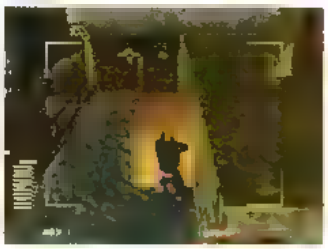


Winback: Covert Operations

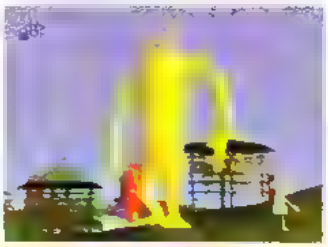
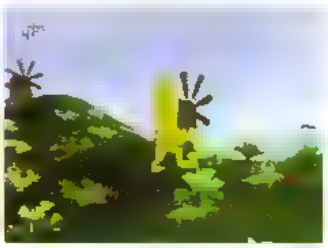
Originally due sometime last year, Winback from **Koei** and **Omega Force** is now scheduled for release in the **winter of 1999**. The reason for the delay? According to Koei, Nintendo took interest in the title and asked Koei to work out some of the kinks in the original version, since they felt it had potential. Because of this we'll get new four-player modes, larger levels, more complex gameplay and much more.

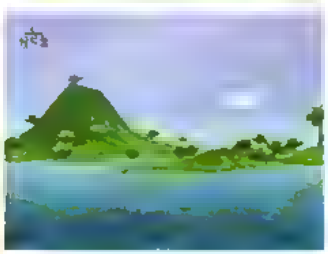
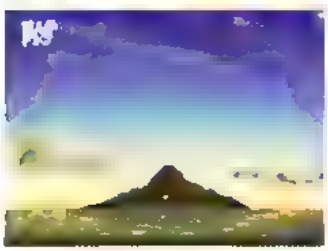
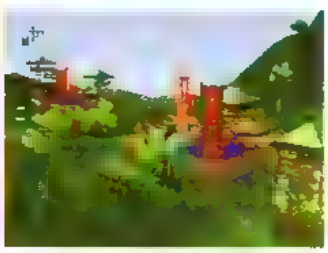


Kyojin No Doshin

Literally translated as Giant Doshin from Japanese, Kyojin No Doshin is set to be one of the packed-in games for Nintendo's 64DD that's coming out this **December** in Japan. The game itself will play like a benign version of Populous. As Doshin, you help the villagers on a southern island by changing the landscape they live on. The game's developer, **Param**, has not confirmed whether Doshin will make it overseas.



THE RULEBOOK SAYS YOU CAN ONLY FIGHT INSIDE THE RING.
BUT THEN AGAIN, THE RULEBOOK SAYS A LOT OF THINGS.



Hurl WCW wrestling's A-list out of the ring and into backstage areas, locker rooms and parking garages.

Trash opponents with garbage cans, folding chairs and anything else that's not

bolted down. It's a big arena out there. Give 'em a gridiron beat www.wcwmayhem.com

MAYHEM

WCW MAYHEM. IT STARTS IN THE RING. IT JUST DOESN'T HAVE TO END THERE.

ELECTRONIC ARTS

PlayStation

NINTENDO 64

GAME BOY COLOR

TEEN

WCW...The Album Coming 10.19.00
Prima Strategy Guide Available.

Great Fighters



...ve been waiting for is here, Fighter Maker. Finally ... you've ever wanted in a fighting game-hard-hitting one or ... an incredible arsenal of more than 800 moves, AND ... tools that let YOU create YOUR perfect fighter. If you've ... down cold, start inventing your own! Fighter Maker puts you in total control of every frame of animation, body movement, and camera angle as you design your custom fighter from wireframe to unstoppable fighting machine. When you think you're ready, ... your creation to a memory card and Kick Ass!

"...a landmark title in the console market."
– Next Generation

"Anything you can dream up ... can be done - ANYTHING!"
– PS Extreme

"...the most thorough ... editor we've seen in a console product..."
– PSM

Includes 72 page manual and poster!



PlayStation

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ESRB

2 Players

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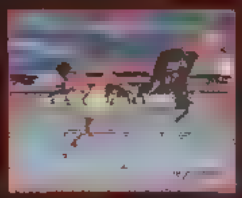
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are Made not Born!

The complete 3D fighting game







Select from 20 fighters and
20 deadly fighting styles
from all over the world

Create the Perfect Fighter



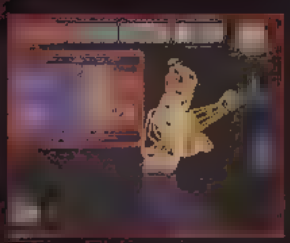



Professional-quality design tools to edit any move from the library or create cool new moves for






Fighter Maker comes with 800 moves plus moves that haven't been invented yet.

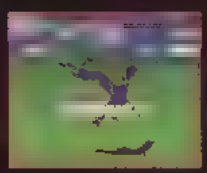
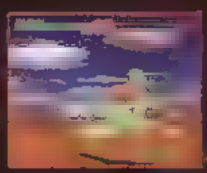




Take complete control of every frame of animation,
camera angle, button setup, sound and visual effect



Use the test mode to fine
tune your fighter's moves and
for maximum dama

Design your personal victory pose.

Save to a memory card and Kick Ass!

PREVIEW

Final Fantasy VIII

Publisher:	Square EA
Developer:	Square Soft
Players:	1
Genre:	RPG
% Done:	80%
Release:	September 1999
Web Address:	www.squaresoft.com
The Good:	The Junction System is incredible.
The Bad:	Some of you might not like the Junction System.
And The Ugly:	That we get it over six months later than the Japanese gamers.



Immediately after you graduate, you are sent on a mission that will be pivotal to the storyline.



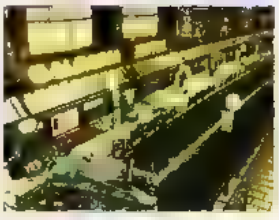
GFs, or "Guardian Forces" are as spectacular as ever in Final Fantasy VIII.

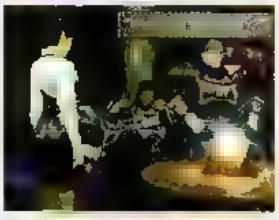
BLUE LAGUNA

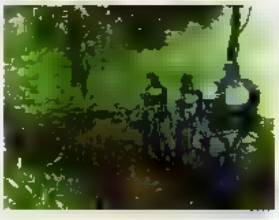
In Dreams

Squall's "alter-ego" is the star-struck Laguna Loire.









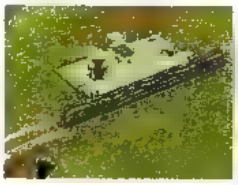
Take a good, long look at the first English screens of Square's highly anticipated RPG, Final Fantasy VIII. The translation process is coming along very nicely, and even at this incomplete state, the game plays flawlessly and the translation is excellent.

In case you've been in suspended animation for the last 20 years, here's a quick recap. the Final Fantasy series is the most revered specimen of the role-playing genre in the history of video games. While some might point to Western RPGs like the Ultima series, no saga has captured the attention of gamers everywhere like Square Soft's flagship franchise. Without peer, Final Fantasy has paved the way for mainstream acceptance of a once niche genre. While other role-players, such as the Lunar and Phantasy Star series have their own dedicated followings, nothing commands the respect of the gaming world like another Final Fantasy chapter.

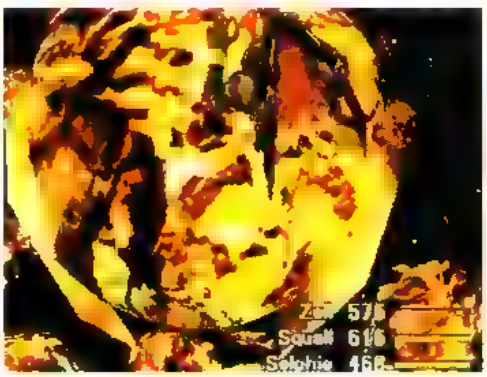
Taking off from a brand-new starting point, Final Fantasy VIII is completely unrelated to the events that transpired in FFVII. The eighth "Final" Fantasy thrusts you into the role of Squall Leonhart, an academy member and soon to be graduate from the Garden; a world-class school for would-be mercenaries. Upon your graduation from the Garden, you are elevated to the role of SeeD captain and are sent promptly on your first "professional" mission. This mission will prove to be significant as it sets up your pivotal meeting with Rinoa Heartilly, the young, raven haired princess that will turn Squall's world upside down.

As is custom in the Final Fantasy series, a completely new battle system is implemented. Gone is the Materia system that millions of gamers world wide familiarized themselves with in FFVII, and replacing it is the "Junction" system.

The Junction system encompasses almost all aspects of functions that would normally be separate in other RPGs. Item management, magic-spell rosters, defensive upgrades and practically anything else you might think of is handled under this one, unique umbrella. This process is called "junctioning." In order to junction something, you first need to find a "Guardian Force." A Guardian Force (or "GF" as it will be referred to) is an elemental/mystical creature that you summon to do battle for you. Anyone experienced with FFVII will remember such examples like Ifrit, Shiva and Leviathan. When using a GF, their hit points replace yours, effectively acting as a mythical shield, up until their own hit points are exhausted. That, however, is only one benefit they offer. Since each character only carries one weapon (which can be







Ifrit is up to his ol' fireball tactics again as he prepares to "unleash" on some poor soul.

VIDEOGAMES.COM ONLINE POLL

What franchise would you most like to see continued on PS2?

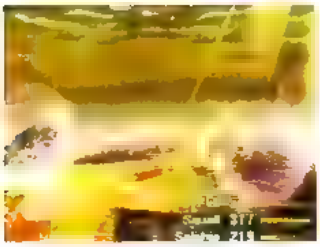
404 Votes - Tomb Raider

439 Votes - Crash Bandicoot

[redacted] Votes - Street Fighter

[redacted]

3398 Votes - Final Fantasy



The spell effects are flashy, to say the least. Unfortunately, you still can't skip the cinematics.



The prerendered backgrounds in FFVIII raise the bar on detail and design in video games.



upgraded at various blacksmiths'), there will obviously be a need for other sorts of attacks. By junctioning a GF to your characters, you open up a wide variety of abilities, ranging from item use, magic attacks, GF summoning, and "draw" abilities. The "drawing" ability allows you to draw magic spells from numerous "draw points," much like gathering water from a well. Instead of having a set number of MP (or "magic points"), drawn spells have a limited number of uses. Fortunately you can draw spells from almost every creature you fight, as well as obtaining them from draw-points. In fact, certain spells can only be drawn from certain creatures, practically necessitating experimentation by drawing from any enemy you fight.

Junctioning also allows you to defend yourself against certain types of attacks while upgrading your defensive status as a whole. Say, for example, you junction Shiva, the ice goddess, to your defense rating. You will now be particularly adept at resisting ice attacks against you. As you survive battle after battle, not only do you raise levels via experience points, but your GF does as well. As your GF increases in level, so does the effectiveness of their defense and offense. Your effectiveness in battle will be determined largely by how well you manage your Guardian Forces. There is a large amount of flexibility in the system and there are thousands of combinations you can exercise with it. Naturally it pays to have a GF junctioned to your characters at all points.

Another difference between FFVI and FFVIII is the disparity in mini-games. Whereas FFVII had mini-games aplenty, FFVIII has only one. The only mini-game found in FFVIII is the Card Battle. Don't be fooled by this deceptively simple offering as a waste of time since your success in Card Battles will dictate your growth in the game. At once a simple, yet complex card game, winning Card Battles will garner you powerful items and GFs that you couldn't ordinarily obtain otherwise. Fortunately the in-game tutorial is quite thorough, making help a few button presses away (a useful feature since mastering this game is far from easy).





The card game is the only mini-game found in FFVIII. It is, however, a very integral element to your success.

In regards to things aesthetic, Final Fantasy VIII abandons the previously favored "super deformed" look for a more realistic style. The characters are fully proportionate, reminiscent of Square's less than successful action/RPG Soukaigi. Set against prerendered backgrounds even more detailed than the one found in FFVII, Square has set a new precedent in game design. Taking the FF series into a whole new realm are over-the-top spell effects that climax with the most powerful Guardian Force attacks. Screen-filling lighting effects, volcanic eruptions, spears of light blasting down from the heavens, you name it and it's probably in there.

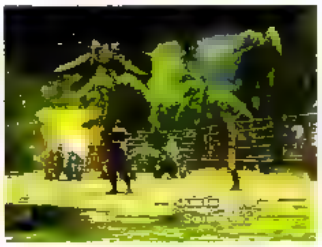
Adorning the visual fanfare are superb FMV scenes that segue seamlessly from the in-game proceedings. Beautiful character models are displayed on screen in cinematic splendor usually reserved for the finest Hollywood productions. However, Square seems determined in bridging the gap between the two respective entertainment fields, and based on the evidence at hand, it seems they are very close to doing it.

Centering on the universal theme of love, Final Fantasy VIII also seems poised to usher in a new level of maturity to the usually fanciful settings. With a smaller cast of characters and a simplified gameplay system that streamlines what was once unnecessarily complex, FFVIII could be the RPG genre's crowning moment. Due out in September, it's only a couple short months to the unveiling of another legend.









PROJECT Y

WHAT'S NEXT FOR THE DOG?

Naughty Dog's next project—currently called Project Y—is behind tightly closed doors at the moment. We do know that it's Naughty Dog co-founder Andy Gavin's project, but that's it.

Crash Team Racing

Publisher:	SCEA
Developer:	Naughty Dog
Players:	1-4
Genre:	Racing
% Done:	50%
Release:	October 1999
Web Address:	www.playstation.com

The Good: Gameplay and multiplayer stuff inspired by the 16-Bit Mario Kart and GoldenEye 007

The Bad: Not being able to play more of this preview version of CTR.

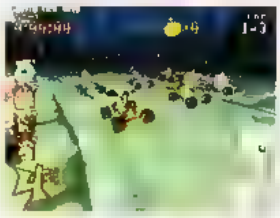
And The Ugly: Certain people who "camp out" during the Battle Mode.



CTR's one-player adventure looks like it's going to be a lot of fun, but we can't overlook the real source of this game's staying power...multiplayer, of course. Inspired by classics like Mario Kart and Bomberman on the Super NES and GoldenEye 007 on the N64, it's sure to be jam-packed with gameplay options we'll all love.

THE RACERS

Teamsters



Since the game's called Crash Team Racing, you'd think there has to be some sort of team angle to it all. Well, you'd be right. There's basically two teams: the good guys and the bad guys. The crews consist of four racers, each with different attributes. For example, Tiny is fast but controls like crap, Crash is well-rounded, etc.

Besides bosses like newcomer Nitrus Oxide and other secret characters we don't yet know about, here's the list of racers in the game at press time:

- Crash
- [illegible]
- [illegible]
- [illegible]
- N. Gin

After Crash, WARPED, Naughty Dog wanted to do something different with Crash Bandicoot. Possibly a free-roaming action adventure like Spyro, possibly something else. In the end "something else" won—and so far, we don't see any reason to complain. Even in its early stages, it's clear just how fun this character-based racer is going to be, especially from a multiplayer angle.

Crash Team Racing's overall feel is inspired by Mario Kart on the Super NES (considered by many to be superior to the N64 version). On the multiplayer side of things, GoldenEye 007 and Bomberman act as inspiration. Hence the game has all kinds of options in the multiplayer mode, making it totally customizable. Choose the kind of items you can pick up, who's against whom, the type of match, etc. For the record, there are 16 standard tracks for the Grand Prix, Time Trial, Vs. and Adventure Mode, seven battle mode tracks for the Battle Mode and two secret tracks. All of CTR's levels are modeled after stages from previous (and future?) Crash Bandicoot games.

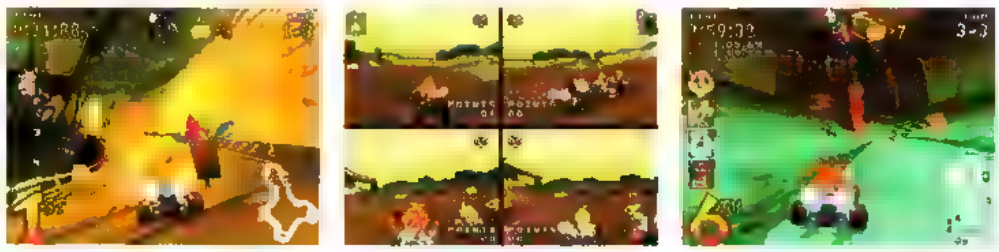
Since CTR is a Crash game, there's a fairly easy way to beat the game, and a much harder way. For hardcore gamers who want to beat every last percent of CTR, they can master its mildly complex turbo system to ensure first place, take on the bosses, win gold wrenches to upgrade your kart's performance, beat N. Tropy in the Time Trial Mode for relics, and finally, find the secret levels and race through them. Luckily for novice players, they can still beat the game without doing all of this stuff, but they won't quite get that 100 percent.

The turbo system in CTR works like this. You get turbo boosts by power sliding and catching air. The more successful you are doing at both, the longer your turbo lasts. In addition, let's say you're power sliding through a corner, and then catch some air off of a ramp. Well, the two turbos in succession act as a combo of sorts, hence an even longer turbo.

In addition to power ups by way of the turbo system, your kart can get decked out with a variety of offensive and defensive items. TNT crates, Wumpa fruit, bombs, shields and missiles are available via crates scattered throughout levels.

You're also awarded Gold Wrenches when you beat a level or boss. These wrenches can be used toward five engine, exhaust and tire upgrades. There are around 30 wrenches in the entire game. Collect all of the wrenches, save your souped up kart and then cream your friends.

Graphically, CTR is the most impressive Naughty Dog game to date. They claim the game has no pop up, fog, polygon dropout or any of the other things you'd expect when a game pushes the PlayStation to its apparent limits. And from what we've seen and played thus far, they're right. As a side note, CTR supports the Namco JoGcon and NeGcon in addition to the standard Sony Dual Shock controller.



The Wild West Was Never this Wild!

Do you have what it takes to shoot and slice your way through 10 action-packed levels and become the "Super Ultra Sexy Hero"? Rising Zan: The Samurai Gunman takes you back to the wild west of 1800's where, armed with only a gun, Katana sword, and some ultra sexy moves, you'll face a town full of the meanest, ugliest and weirdest outlaws you've ever seen.

As you fight your way through this "sushi western" you'll solve puzzles, play mini-games, deal with bizarre and deadly bosses, and earn those ever important "sexy points" you'll need to become the "Super Ultra Sexy Hero"!

- Lots of 3rd person super ultra sexy action
- Use [illegible] gun, Katana sword, or sexy combos to take out of the bad guys
- Outrageous mini-games to play and puzzles to solve
- Hidden levels and characters
- Weird and bizarre enemies around every corner





"Quirky, offbeat, unusual, bizarre, odd, strange, peculiar..."
-PSExtreme

"...quirky like no other game we've ever come across"
- Next Generation

"...the sort of over-the-top anime slash-'em up the action genre has needed..."
- PlayStation Magazine

"This game seems to have it all..."
-PSM

PlayStation

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PREVIEW

Suikoden II

Publisher:	Konami
Developer:	KCE Tokyo
Players:	1
Genre:	RPG
% Done:	60%
Release:	September 1999
Web Address:	www.konami.com

The Good: Improvements aplenty have been made over the first game.

The Bad: The graphics are still kinda crummy

And The Ugly: It will get crushed by Final Fantasy VIII.



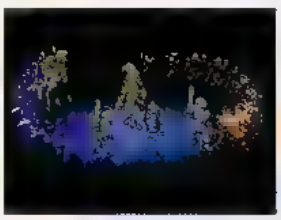
The battle engine remains largely unchanged.



There are a huge number of characters available. Especially if you have a memory-save from the first game.

THE ART OF WAR

Sprite Love



With everyone looking for the next big thing in graphics presentation many may be surprised to see Suikoden II sticking with the same old, same old, especially with the likes of Wild Arms II, Final Fantasy VIII, Project Ares and Grandia II on the horizon. Well, although fully 3D RPGs may be gaining ground in terms of realism and detail, they still can't replace the mood and visual language of the simple, 2D sprite. With clear, colorful hand-drawn sprites, the artists can convey a greater amount of detail, style and expression that are often lost in the clumsy transition to polygons. Although 3D is gaining ground, it's nice to see the old-school RPG make a comeback.

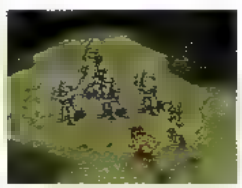
When Suikoden was first released, way back when, in the dark ages of 32-Bit gaming, "RPG" was still a taboo word to any other than hard-core gamers. Final Fantasy VII hadn't been released yet, and RPGs weren't the cash-cow commodity that they are now. So it was with a certain amount of balls that Konami decided to release Suikoden (and later, the excellent strategy-RPG, Vanda. Hearts), one of the more critically acclaimed RPGs of the next generation. Despite the uncertainty surrounding the RPG market at the time (and the horrible romance-novel cover artwork), Suikoden was a certified hit, paving the way for other RPGs like Wild Arms, FFVII, Persona and Shining the Holy Ark. Aside from legitimizing the RPG market, Suikoden also proved to be an excellent RPG for many, including the "old-school" veterans. Despite the rather primitive graphics, Suikoden boasted a lively combat-engine, a stellar story line and a large number of characters that you could fit into your party. Being able to create your own castle was a nice bonus. Now, two years after the release of the original, Konami is back with the sequel to the ground-breaking original.

Taking place immediately after the conclusion of the first episode, you and your party find yourselves in the middle of a surprise attack. Following the skirmish, you're transported quickly into a whole new convoluted story line filled with plot twists and substantial character development.

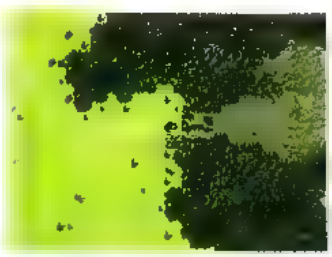
Story line elements aside, not too much has been messed with on the graphics front. Characters are still sprite-based, but, thankfully, the artwork has been improved with greater detail and a richer color palette. Spell effects are also nicer, making better use of the PlayStation's graphic capabilities. The soundtrack, as could be expected considering the quality of the first, is excellent, providing the epic score a series like Suikoden warrants.

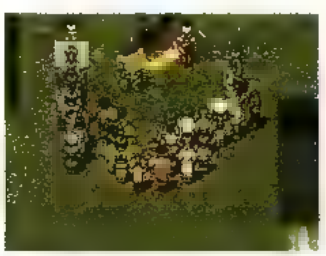
In the Japanese version of the game, if you have a completed memory save from the first Suikoden, start a new Suikoden II game on the same memory card and you'll find those original characters as part of your party. It certainly doesn't hurt to have as much help as you can get, and might even encourage those who never played the first game to give it a try. We expect this feature to be in the U.S. version, but we can't confirm that as of press time.





Fans of the first game will notice an increased level of detail in the game's appearance.







KONAMI.

SOUL OF THE SAMURAI

CUT

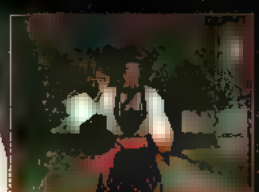
THROUGH

THE

CRAP

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PREVIEW

WipeOut 3

Publisher:	Psygnosis
Developer:	Psygnosis-Leeds
Players:	1-2
Genre:	Racing
% Done:	80%
Release:	October 1999
Web Address:	www.psygnosis.com
The Good:	Incredible hi-res graphics.
The Bad:	The occasional loss of frame-rate.
And The Ugly:	Do we *really* need another WipeOut?





Many have alleged that video games like WipeOut were the inspiration for *Star Wars–Episode One: The Phantom Menace*'s exciting pod racing scene.

What's New



Thought Psygnosis had exhausted all of the possibilities with WipeOut and WipeOut XL? Think again. Turns out the boys and girls in Leeds still had a few tricks left up their sleeves, including:

- **Dual Shock Analog Controller support (we'll spot you that one, but how about...)**
- **Hi-res graphics that are 60% sharper than XL**
- **A new Tournament Mode, Challenge Mode and Death Match Modes**
- **7 new weapons (plus the ability to discard unwanted weapons)**
- **3 new teams**
- **Smoother audio mixes courtesy of DJ Sasha**
- **The return of cult graphic design agency Designers Republic**

One of the PlayStation's five launch titles, the original WipeOut helped sell thousands of new systems (particularly in Europe, where for months one copy of the game was purchased for every two systems) and sowed the first seeds of doubt about the graphically underpowered Sega Saturn. The game, with its thumping techno soundtrack and futuristic visuals, also introduced a number of brand-new marketing "hooks" to the video game industry; music CDs and game-inspired club wear were snatched up by eager fans, and promotional game kiosks were set up at popular night clubs.

While a pair of sequels (WipeOut XL for PlayStation and WipeOut 64 for N64) helped franchise sales top 1.5 million, neither rekindled the excitement generated by the original.

Seeking to capitalize on PlayStation's current installed base of over 50 million systems, Psygnosis hopes to introduce the series to scores of new gamers with the impending release of WipeOut 3.

In the attempt to infuse the game with some much-needed originality, WipeOut 3 is being created by a number of developers from Psygnosis Leeds Studio with no prior WipeOut experience. (Only one original team member remains.) The result is a game with fresher track designs, an easier learning curve, and dramatically sharper visuals; the game's hi-res graphics are reportedly 60 percent sharper than WipeOut XL's. A number of minor tweaks, such as the ability to drop unwanted weapons, have finally been made and are sure to please long-time fans.

Cult graphic design company Designers Republic has been brought back into the fold for the third instalment to create logos for the new teams as well as the game's interfaces. Also, the decision to include only urban tracks gives the game a grittier, realistic look.

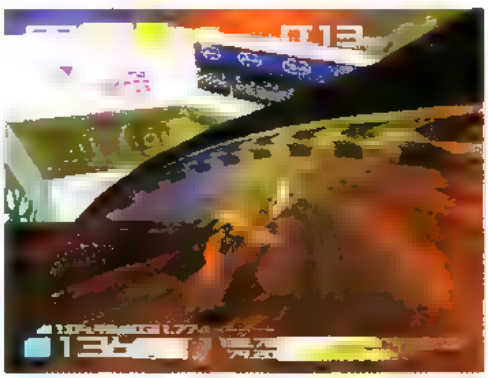
All-new ship designs and seven new weapons also join the mix, while old favorites such as the shield and homing missiles have been modified to improve their impact. The analog control, although a bit touchy for newcomers, makes mastering advanced courses a bit easier.

As for WipeOut's celebrated soundtrack, a well-known British DJ, Sasha, has been appointed as musical director. In addition to selecting tracks from such artists as Chemical Brothers, Orbital, Propellerheads and Paul Van Dyk, Sasha is developing his own mix for the game.

While many long-time PlayStation fans undoubtedly will greet the game with a resounding "been there, done that," gamers who missed the series' previous installments should check it out.







The Mega Mall track gives new meaning to the term "downward spiral."

THRASHER

SKATE AND DESTROY

NOVEMBER 15 1999



defy urban gravity

PlayStation

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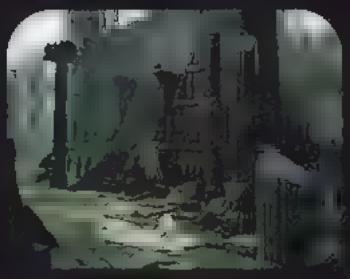
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COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS

YOU'RE GOING TO BE AWHILE

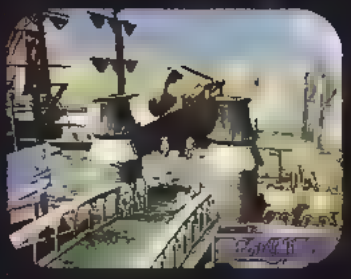
Too bad there's no indefinite date box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Everybody you meet, every step and every decision you make will shape your destiny. And the fate of a planet.









In short, the evil gods are poised to destroy every living creature with a great meteorite that heads straight for the planet. Ferocious monsters threaten at every turn. Deadly magic lurks in the shadows. And to raise the stakes even higher, questions of identity hang in the balance.

So you must battle against the evil and monstrous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character. Or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

And there's no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you'll have to master difficult skills like alchemy, cooking, songwriting, or sex.

There are countless routes to travel through this game and over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

Star Ocean THE SECOND STORY

ENIX

PlayStation

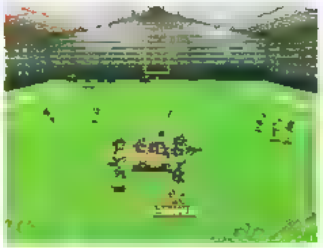
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PREVIEW

Madden NFL 2000

Publisher:	Electronic Arts
Developer:	Electronic Arts
Players:	1-8
Genre:	Sports
% Done:	90%
Release:	September 1999
Web Address:	www.ea.com
The Good:	You won't believe how good the graphics look. Running the ball isn't as tough as years past.
The Bad:	Some might complain that running is actually too easy using certain star running-backs.
And The Ugly:	At this point—nothing.

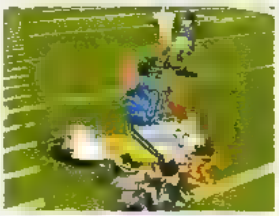



Aggressive new animation and a faster frame-rate have stolen the show. Coming in a close second is a friendlier running game. Finding the gaps and busting big holes for mega yardage gains is possible every time. Enhanced juke moves spice things up as well. An Arcade mode offers even more ball-carrying performance. Madden 2000 looks tough to beat this year.

ANIMATION

The Windmill

New animation makes a world of difference.






It won't take long for Madden fans to notice a healthy number of improvements in this year's game. An infusion of polygons, deep shading and better proportioned players have done wonders for the football stand-by.

The graphic improvements are great but the speedy frame-rate is even better. It's faster in almost all areas of gameplay. The extra juice is most noticeable in the running game which, by the way, is much friendlier than in years past. It's on par with NCAA Football 99 in that regard. I guess bitching about it for the last three years wasn't a waste of time after all.

Combining the speed with an arsenal of new animation puts this ed tion at the top of the charts for realism. Wrap tackles finally look convincing as do most field hits (although replays reveal some collision discrepancy). Check out the sidebar on the far left to see a fun quick take down. Individual size and power rankings have a lot to do with the severity of a collision as well. In other words, Barry Sanders won't be leveling many linemen. He'll certainly fake them out of their shoes though. (Sanders is one of a handful of running backs that are almost too good. We'll see if EA tones down their ability before final goes out.)

In an attempt to jump on the "smack talking" bandwagon, Madden 2000 contains plenty of extra animation. Players celebrate, give first-down signals and generally act like fools after a great play. In addition, coaches, referees and cheerleaders adorn the sidelines giving the title a heightened TV style presentation.

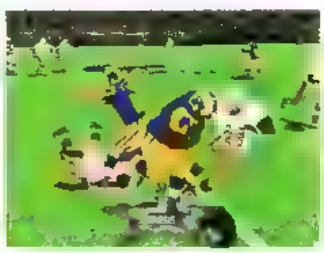
The play-by-play commentary is most impressive. Somehow they've managed to keep Madden and Summerall talking almost constantly. It seems like they react to everything you do on the field. Madden even critiques your play selection (whether you want him to or not).

Other notable features include the All-Madden Millennium team (top players from the entire century), hot and cold streaks for individual players and a situation creator. The situation creator allows you to concoct any wacky scenario you can think of, then play it out. Along the same lines, historic games can be entered at any point to test your skill.

Overall, Madden 2000 looks hard to beat. Even Dreamcast football games are in for a fight. They may look better but we'll be surprised if they play better—very surprised.

10 Good Reasons to Buy Madden 2000

1. Running is easier
2. Faster overall
3. Browns are included
4. Incredible graphics
5. New animation
6. Arcade Mode
7. New play editor
8. Titans are included
9. New special moves
10. New cutscenes


Meet the New Cast of Characters



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PREVIEW

NFL GameDay 2000

Publisher:	989 Sports
Developer:	989 Sports
Players:	1-8
Genre:	Sports
% Done:	75%
Release:	September 1999
Web Address:	www.989sports.com
The Good:	In-game help menus and Practice Mode for newcomers.
The Bad:	An almost burdensome level of detail.
And The Ugly:	What's next? Drug tests?



Somewhat amusing at first, the telestrator effect becomes tiresome, since you can't cancel out of it.



NFL GameDay 2000 pumps up the realism with new gang tackles, low- and high-wrap tackles, drag downs and upended tackles.

ROSTER OPTIONS

Tie-in Alert



In an unbridled attempt to take over the sports gaming world as we know it (OK, we're exaggerating just a bit), NFL GameDay 2000 owners can draft senior players from another 989 pigskin title, NCAA GameBreaker 2000, and have them play with the pros.

What's more, an updated Create Player feature lets you customize a player's physical attributes, salary and—no joking—mental makeup.

Further adding to the realism, the game's regular players are scaled to the size and weight of their real-world counterparts. Motion data captured from six all-pros means GameDay 2000's players move just like the real thing, too.

You had to figure 989 Studios would pull out all the stops for the last GameDay of the century, however, the number of new features, options and tweaks found in NFL GameDay 2000 borders on the ridiculous. Two-hundred new player animations? Twice as many plays as GameDay '99? Throwback uniforms? A Create Player feature that allows you to customize a player down to his "mental makeup?" Forget the kitchen sink—989 Studios has thrown an entire kitchen's worth of extras into this game.

Cognizant of the fact that most gamers barely scratch the surface of today's feature rich sports games—when was the last time you played an entire season as a general manager?—the developers have tried to make GameDay 2000 more enjoyable for casual gamers, too, the new "Play As Any Skill Player" option lets you become the quarterback, running back, wide receiver or tight end with the touch of a button. You can also break ankle tackles or drag would-be tacklers for the first time ever with second and third efforts. Of course, your opponent has new gang tackles, low- and high-wrap tackles and drag downs at his/her disposal to keep things even. GameDay 2000 even has in-game help menus to assist newbies unfamiliar with the game's controls.

An updated TV-style presentation complete with telestrator animated replays—you know, that yellow electronic pen sportscasters love to use—and dramatic camera angles make this the sharpest looking GameDay ever. Co-announcers Dick Enberg and Phil Simms add to the fun with frighteningly obscure factoids about your favorite players. Did you know Tampa Bay quarterback Trent Dilfer played for his high school golf team in Fresno, Calif.? Neither did we.

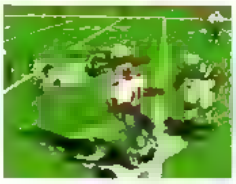




For those of you who like to micro-manage your favorite team down to the smallest detail, the game's GM Mode lets you create, draft, sign, trade and release players and free agents. There's even a salary cap.

The game's computer AI has been beefed up, too. Both offensive and defensive players make adjustments on the fly before the snap, forcing you to make similar adjustments.

Suffice it to say NFL GameDay 2000 has more than enough additions to keep even the most rabid football fan busy well into the next millennium.







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PREVIEW



SPELL CHECK

Where did Spyro 2's subtitle and end boss' name come from? When spelled in Japanese, the word Spyro (pronounced sue-pie-row in Japanese) looks very similar to the word Ripto. Yes, it's that simple.

Spyro 2: Ripto's Rage

Publisher:	SCEA
Developer:	Insomniac Games
Players:	1
Genre:	Action
% Done:	60%
Release:	November 1999
Web Address:	www.playstation.com
The Good:	Incredible graphics, complex and fun gameplay and Spyro's old voice is gone.
The Bad:	It still only requires one hit to kill most enemies.
And The Ugly:	Spyro's crispy enemies after he sautés them.







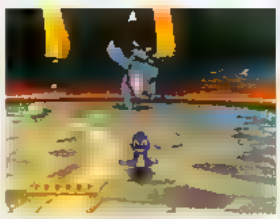




The first thing we noticed about Spyro 2 are the graphics–they're outstanding. In fact, at one point just as a level was starting, we thought for sure an area ahead was a beautiful, hand-drawn 2D image that you had to walk into in order to be warped to the level (like in Crash 3 or Mario 64). Instead, it ended up being the actual level, polygons and all. We just had to walk into it.

BOSS TACTICS

You're Fired



If you thought the bosses in the original Spyro were too easy, you'll be pleased to know the bosses we fought in Spyro 2 are quite tricky. Even the first boss (though somewhat predictable) forces you to time your jumps perfectly again and again. And then just when you thought you figured things out, he changes up his pattern.

The second boss, Gulp, is even more difficult. He throws anything and everything available at you. That is, unless you use it on him first. Rockets, barrels, bombs, etc. are fair game if you're not fast enough. He even snarfs up chickens scattered around the arena to replenish his hit points. And there's at least one more boss we haven't seen!

All too often sequels come through the *EGM* offices that just aren't really sequels – they're almost sequels. Isn't that annoying? Well luckily we didn't need much convincing with the preview of Spyro 2 we recently played. We were able to see the additions and improvements to this particular sequel almost immediately, in both the gameplay and graphics departments.

The main complaint about the original was the lack of difficulty for experienced players. Well, if you were disappointed with the first Spyro in this regard, you'll be glad to know the difficulty has been increased. Novice gamers will still have a good time, but there's more complicated tasks for the hardcore gamer to complete—thus extending the life of the game further for those who want it extended.

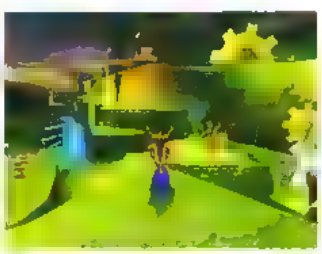
Spyro 2 has loads of mini games (like hockey and billiards), puzzles and over 100 NPCs to interact with (some who present Spyro with a task or ask for a sum of gems in order to pass a certain obstacle). Gameplay is broken up into two main objective types. Talisman tasks, the primary objectives every player will take part in, and Orb tasks, the secondary, more skill-based objectives hardcore gamers will thrive on. Thus, Spyro 2 plays more like a Banjo Kazooie type of game than before – there's more stuff to do, and a bigger number of levels to do them in. In fact, there's some 29 themed levels now.



Fortunately Spyro has a slew of new ways to fight his way through these levels. He can now shoot things from his mouth (after gobbling them up), swim, ice skate and gain other special abilities (like supercharge, superspit and our favorite, superfly) by solving puzzles with in a level.

In between levels, Spyro 2's story is delivered via cinematics using in game graphics. From what we've seen, they're very funny. Basically, the story goes like this. On the way to a much needed vacation, Spyro gets whisked away to a world in need of assistance. And since he's an all around decent dragon, he obliges. So off he goes to fight Ripto, a Napoleon esque shorty, with a staple of hulking beasts and other baddies to help him spread evil over the land. And the adventure begins.

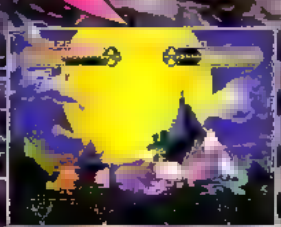






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Designs 1998, 19

PREVIEW

Tony Hawk's Pro Skater

Publisher:	Activision
Developer:	Neversoft Ent.
Players:	1-2
Genre:	Action
% Done:	50%
Release:	October 1999
Web Address:	www.activision.com www.tonyhawk.com

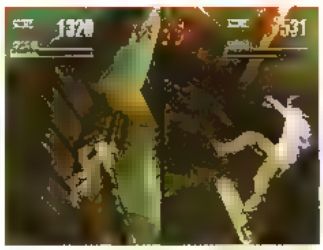
The Good: Great controls, looks nice, very addictive.

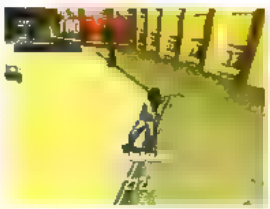
The Bad: Lots of polygon clipping which will hopefully be resolved in the final version.

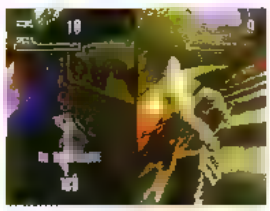
And The Ugly: Missing the ramp when coming back down from a vert.











Aside from the different single-player modes in THPS, such as career or single session, you can also play in two-player mode via splitscreen. There will be four unique versus games: trick attack, graffiti, hoops and horse. Each mode will force the player to skate as wisely and offensively as possible!

TONY HAWK Q&A

Mister 900



***EGM*: What do you like about the game?**

Tony: I like how you can continually adjust yourself in the air. I've played other games where you do a trick and you're committed to it.

***EGM*: Did you perform the motions of all the skaters in THPS or did Bob and Bucky record their own moves?**

Tony: Well, they're all cool guys. But since a couple moves are "signature moves" I had to learn one of Bob's on the day of the shoot. It was really hard.

Little did Mr. Hawk know that a little later after this interview, he would make history by successfully pulling off a 900° in the X-Games. Congratulations Tony!

Those of you out there old enough to remember (or maybe even owned) those fat old Powell Peralta decks with your huge Rat Bones wheels will easily recognize this game's authenticity. Sega's Top Skater notwithstanding, there's been a total drought of good skateboarding titles from the glory days of Atari's 720°. Unfortunately, it's been too easy as of late for gamers to lump all snowboarding and skate titles into one generic garbage pile (trust us, we know). Tony Hawk's Pro Skater is one skate game that must not be overlooked. It's quite possibly the first skateboarding title to come along that will really push the design of all future boarding games.

To ensure that THPS looks as good as it plays (we'll get to that later), Neversoft employed extensive motion-capture techniques for each and every trick. Everything from your by-the-book kickflip or frontside grind, to a 720° Benihana is gracefully recorded for maximum realism. An important part of why THPS feels so responsive is because each move or animated sequence seamlessly transitions into each other without so much as an awkward stutter. Combine these visuals with the game's partiality toward extremes and you have THPS, it walks that fine line between believability and playability.

A good rule of thumb in THPS is, if something's there, you can skate on it. Feel free to ollie onto benches, curbsides, over garbage cans, rails and anything else you might see at a school, in a mall or at a skate park. There will be a total of nine courses in the game, each with a different emphasis, whether it be street style, vertical, both combined or downhill tracks. Secret paths and bonuses also prolong the replay value of THPS.

As for the skaters, Tony Hawk is joined by eight other professionals, including Bob Burnquist, X Games gold medalist Bucky Lasek, Rune Glifberg, and other notable tricksters of the street. Each one is rated in four different categories: ollie, speed, air and balance. Since the ratings correspond with real life specialties, those known for their street finesse will possess better balance for grinds and ollies, while ramp monsters like Tony Hawk and Bucky Lasek get the most out of your vertical hang time. Each character will also have signature moves which are key to winning competitions. Successfully complete a chain of tricks and you fill up your "special" meter and score big points.

Linking moves to form aerial combos is the name of the game. The best part about THPS' gameplay is that you have complete freedom to string together any number of tricks to customize your style. You'll find yourself devising new ways to squeeze in every move in the book before coming back down. Get too greedy and you'll find yourself wimpering on the pavement. These wipeouts are some of the most cringe-inducing sequences we've ever seen.

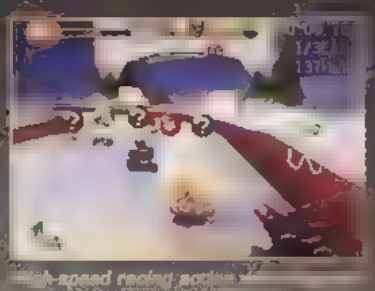
If Neversoft can clean up the clipping problems with the in-game camera, THPS will be a near-perfect skateboarding experience. We can't wait.



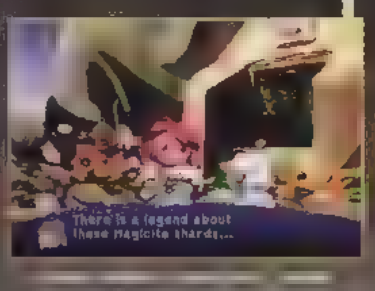
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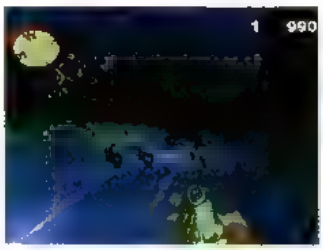
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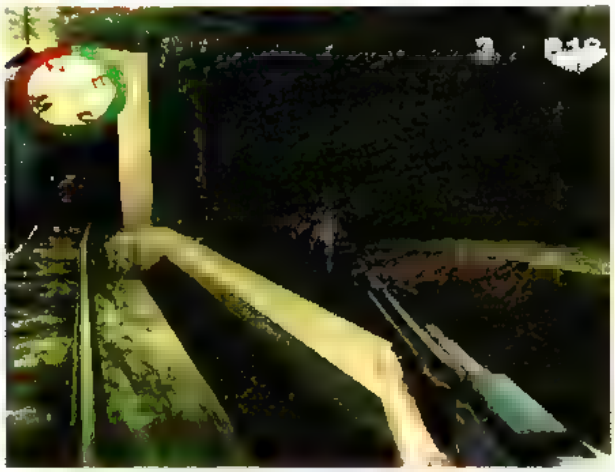
PREVIEW

Medal of Honor

Publisher:	Electronic Arts
Developer:	DreamWorks Int.
Players:	1-2
Genre:	Action
% Done:	60%
Released:	Fall 1999
Web Address:	www.ea.com www.mohgame.com
The Good:	Immersive, realistic AI, uses analog stick for mouse look.
The Bad:	This game isn't coming out until fall.
And The Ugly:	Getting a grenade kicked back in your face.



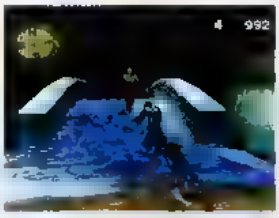
Here, a selfless soldier sacrifices himself by diving on a live hand grenade. For the Fatherland!



Relive your favorite moments from *Saving Private Ryan.*

CAPT. DALE DYE

Keeping It Real



In order to make Medal of Honor as authentic as possible, DreamWorks brought in Capt. Dale Dye (retired USMC) as a consultant on everything from the look and feel of the weapons, to details about enemy intelligence and behavior. Chris Cross of DreamWorks recalls: "Originally we wanted our first mission to be the search and rescue of a general and Capt. Dye says, 'That's bullsh@#! What would a general be doing back there?' so he really helped us with the context for the missions." The captain's other credits include advising on films like *Saving Private Ryan*, *Platoon* and *Born on the Fourth of July*.

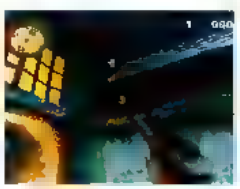
Are you ready to rise above and beyond the call of duty? Medal of Honor from DreamWorks Interactive and Electronic Arts is a 3D first-person shooter that puts you deep behind enemy lines to stymie the Nazi war effort. You take on the role of an agent in the Office of Strategic Services (OSS), whose task is to aid Allied forces through sabotage and espionage. Not only is Medal of Honor one of the few true FPS titles out there for the PlayStation, it's also the only World War II shooter out there that accurately depicts the ravages of war.

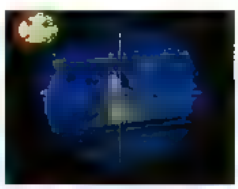
To ensure that Medal of Honor adheres to its historical background, DreamWorks based each of the game's 30 missions on real sorties of the OSS. From what we've seen, there will be plenty of missions in which you'll need to not only accomplish your objectives, but also to get out alive. "The word we'd like to use to describe this game is 'authentic' and not 'realistic' since realism often comes at the expense of fun," explains Chris Cross, lead designer on Medal of Honor. To that end, the game is painstakingly detailed.

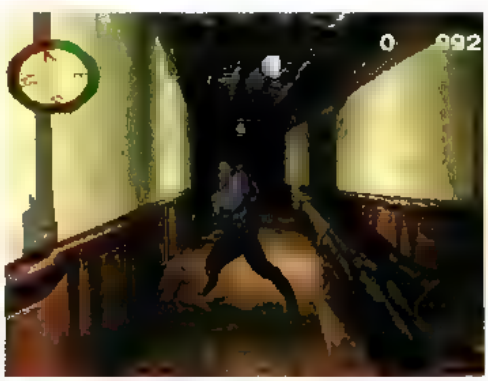
To combat the Nazi menace, you can use up to 15 different WWII era weapons—specialized arsenal, like sniper rifles and anti-tank rockets, or more general purpose firearms like shotguns and the formidable BAR (Browning Assault Rifle). There are also missions which require you to go incognito and infiltrate enemy territory. Disguised as a German soldier, you can breeze by Nazi guards or flash a fake ID to get the SS officers off your back. Beyond Castle Wolfenstein anyone?

Historical details aside, Medal of Honor is also backed by impressive gameplay elements. Controlling your OSS Übermensch is easy and intuitive. By utilizing both sticks on the DualShock controller, you can easily move, strafe and "mouse look." The game also keeps track of hit location so that shooting someone in the belly keels him over, or a headshot may tear off his helmet. Equally as dynamic is the enemy AI, which transitions between several states of "being." If fired at, enemy soldiers will pull back, take cover and return fire. Throw a grenade at their feet and they'll scuttle it back to you with a kick; or one guy will sacrifice himself and cover the grenade to save his compadres. They even turn tail to run for help. That's when you shoot them in the back.

For two player modes, Medal of Honor supports splitscreen head-to-head, cooperative and a unique version of "Hot Potato" with a live hand grenade. Hopefully, the splitscreen frame-rate can keep up with all the action. Yes, war is hell, but Medal of Honor can be pure heaven.







GoldenEye circa 1941.

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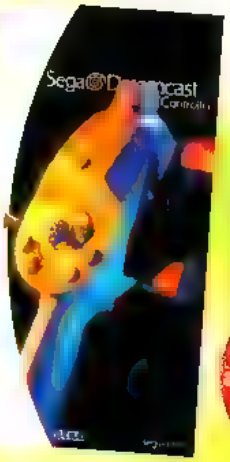




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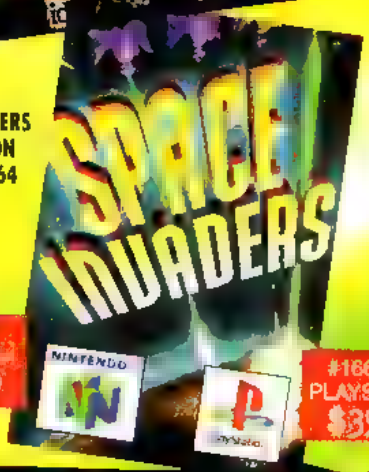
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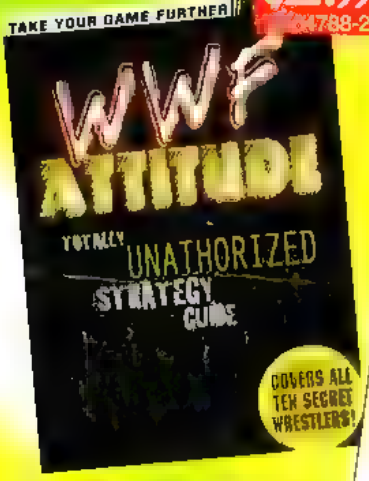
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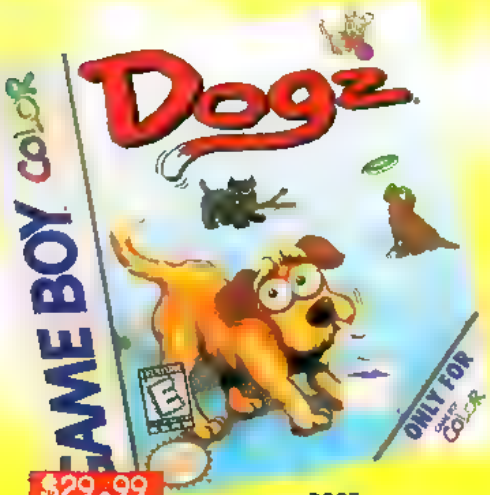


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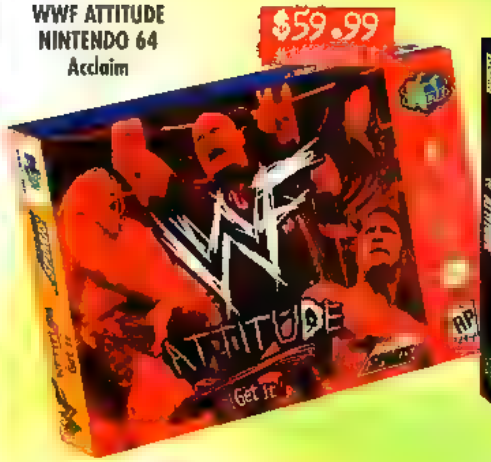
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PREVIEW

Dune 2000

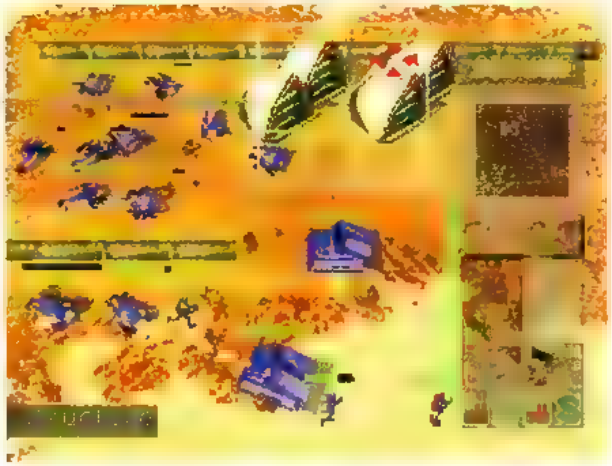
Publisher: Westwood Studios
Developer: Westwood Studios
Players: 1-2 (Link)
Genre: Strategy
% Done: 75%
Released: October 1999
Web Address: www.westwood.com
www.dune2000.com

The Good: The Dune license, 3D terrain, the soundtrack.

The Bad: The new 3D units look less detailed than the 2D PC version.

And The Ugly: A big nasty sandworm that swallows harvesters.





It's important to build your structures on a solid cement foundation. If you build without a solid foundation, your structures will continually take sand damage.

THE THREE HOUSES

Family Feud

Three houses fight for control of the Dune planet



The honorable Atreides have a well-balanced force.



The despotic Harkonnen possess atomic weaponry.



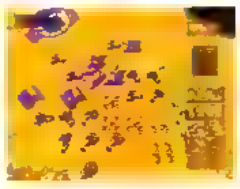
The Ordos have immense resources and wealth.

Spice is the nexus of all civilized societies. Often called Melange, Spice serves many purposes. The elite who consume Spice regularly can live for hundreds of years. Indeed, widespread use of Spice has prolonged the lives of millions. But all of this comes at a price. The rarity of Spice has sparked a bitter conflict on Arrakis (the only known planet with Spice) between three powerful houses of the empire. In Dune 2000, you take control of one of the three houses in their campaign to dominate Arrakis and control the flow of Spice. He who controls the Spice, controls the universe.

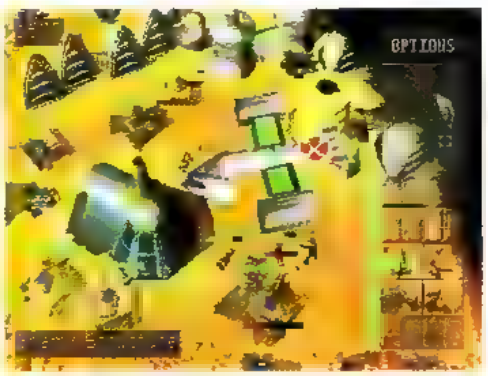
Dune 2000 is a real time strategy game that dwells in the universe of Frank Herbert's Dune series. Often considered the grand daddy of all RTS games, Dune 2000 is an updated version of the 1992 classic Dune 2. Some would argue that Dune 2 is one of the most influential strategy games ever made. The structure of managing resources, building a base and controlling troops, all in real time, has spawned a market in size that's comparable to the likes of first person shooters. However, Dune 2000 on the PlayStation will be more than just a straight port of the PC title.

For starters, Westwood has entirely reworked the graphics engine to bring Dune 2000 into the world of polygons. Each building and unit in the game has been remodeled into 3D. This allows the engine to flex some of the special effects available to PlayStation games like lightsourcing, shading and particle effects. Of course, there are advantages and disadvantages to using 3D. For instance, compared to its 2D PC counterpart, a lot of the buildings and units look less detailed. We'll have to wait to see how the game looks once it's finalized, but from what we've seen so far, we think it's worth the trade-off. While the terrain is still a 2D background, the game now takes into account 3D factors like elevation, ridges and plateaus.

Like all PC titles which rely on using the mouse, controlling the game on a PlayStation is always an issue. Sure, there's mouse support but you probably don't own one. Luckily, Dune 2000 has excellent analog support for mouse emulation. It's easy to navigate around the map and after a little getting used to, the menu system will become second nature. Of all the RTS games for the consoles, we've found that Dune 2000 has one of the better control schemes. Finally, Dune 2000 supports the PlayStation link cable for true head-to-head two-player action. That's good, because in a market that's quickly filling to capacity with real time strategy games, Dune 2000 needs to stand distinguished.







The Spice must flow.

Wu-Tang: Shaolin Style

Publisher:	Activision
Developer:	Paradox Development
Players:	1-4
Genre:	Fighting
% Done:	50%
Release:	November 1999
Web Address:	www.activision.com

The Good: Lots of moves, cool finishers, exclusive Wu-Tang music.

The Bad: No analog support, slow character movement.

And The Ugly: Ol' Dirty Bastard's drunken-style. Stop falling down so I can hit you!



Each Clan member has his/her own gruesome finishing move. Here, RZA demonstrates his sword-wielding ability by slicing and dicing Wuji.



Still disappointed over losing Thrill Kill? Angst no more. The game uses the same engine, enabling a 1-4 player bloodbath.

Peaceful Violence



The gun is not mightier than the sword, declares the Wu-Tang Clan. Concerned about images of violence that are frequently portrayed in the rap/hip-hop culture, the Clan has decided to actively prohibit any kind of reference to guns or random violence. You won't be seeing any handguns or drive-by shootings in the game, just some good old-fashioned hand-to-hand combat with an occasional ninja blade thrown in for fun. You best protect ya' neck!

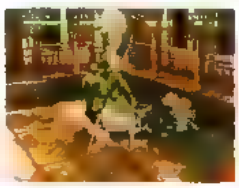
At first glance, one might be tempted to overlook a fighting game featuring members of a popular hip-hop, rap group, simply dismissing the game as a novelty that will only appeal to the most hardcore of fans. A lot of people did indeed scoff when Activision announced a fighting game based on the highly popular Wu-Tang Clan. There have been many attempts to capitalize on a pop culture icon in the past and most have failed miserably (sorry to all two of you Shaq-Fu fans out there). But underneath the hip-hop exterior, you just may find a decent fighting game.

Utilizing a modified version of the now legendary Thrill Kill engine, Wu-Tang: Shaolin Style features one to four players battling to the death in a variety of three-dimensional arenas. All of your favorite Clan members are here, including RZA, GZA, Ol' Dirty Bastard, Inspectah Deck, Raekwon the Chef, U-God, Masta Killah, Ghost Face Killah and the Method Man. Each character has an alter ego, boosting the total number of selectable characters up to 18. There are a total of 10 arenas located around New York City and various areas of China where you can show off your Shaolin style. The non-linear Story Mode launches your Clan member of choice in a quest to conquer the 36 chambers of death, an integral part of the Shaolin style on which the Wu-Tang Clan bases its philosophy.

The majority of the moves are done in a standard fighting game fashion – quarter-circles and half-circles followed by button pushes are the order of the day. There is a surprisingly substantial amount of moves to learn for each character, including a variety of throws, combos and special moves. At this point in time, the controls are pretty tight, but the responsiveness could be tweaked a little. Unfortunately there is no analog control, and it's a bit difficult to change your focus on an opposing player. The game is still very playable, but it would help if you know exactly who you are trying to attack.

What good would a game based on hip-hop artists be without some decent background music? Wu-Tang: Shaolin Style features some classic tracks from the Clan, and it also includes three brand new songs exclusive to the game. This will be the Clan's only new release of 1999 – an extra incentive for the die-hard fans. Even better news is that since the game is expected to get an M rating, all of the musical fare will be completely uncensored.

Wu-Tang: Shaolin Style is sure to turn (and decapitate) some heads when Activision releases it later this year. The novelty factor will see the game to the niche crowd, but fighting fans should give it a try as well.







Bring me the head of the Ol' Dirty Bastard!



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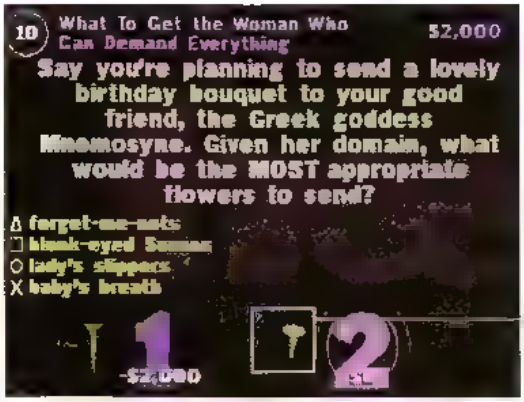
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Can you identify this man? Hint: He's not the bald dude gracing the boxes of the You Don't Know Jack series... (read the story below for the answer)

You Don't Know Jack

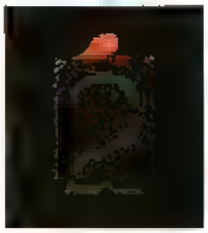
Publisher: Sierra
Developer: Berkeley Systems, Jellyvision, Starsphere Interactive
Players: 1-3
Genre: Miscellaneous
% Done: 60%
Release: September 1999
Web Address: www.sierra.com
www.youdontknowjack.com
The Good: Getting to play this game from your living room couch, instead of crowding around a computer keyboard.
The Bad: Don't you just hate getting repeat questions in game show video games?
And The Ugly: Don't you just hate getting repeat questions in game show video games?



See this lil' screw here? In this trivia game show, you can hit a special button to send it on over to your opponent...



...Now Player One is "screwed." He or she must answer, or lose many dollars.



Careful...if your opponent answers correctly, YOU get screwed (and penalized) instead.

One of our favorite PC/Mac games of all time is finally coming to a home console. The hugely successful and wildly addictive trivia game show You Don't Know Jack will be out for the PlayStation this fall. The good news is, the PlayStation YDKJ rocks. The better news is, now you'll be able to experience this fantastic party game from the comfort of your living room (instead of crowding around a lil' computer keyboard like the PC/Mac versions require you to do).

If you're not familiar with this "Irreverent Quiz Show Party Game" (as described by its creators), it's a one- to three-person trivia contest, set up in a game show environment. But this isn't your average Alex Trebek hosted dealie. This game is truly wild, and it's hosted by a very funny, smart mouthed and sarcastic S.O.B. He'll tease you. He'll mock you. He'll occasionally force you to answer a question, even when you didn't buzz in. Most of all, he'll make you laugh your head off. What other legitimate game show host would gauge your performance by saying, "Let's see how you did. Well... the word 'average' comes to mind."

The voice work in YDKJ is amazing, and everything streams off the CD nicely (the early beta we received had no noticeable load times at all). Even more impressive is how live and spontaneous everything is. If you guess the wrong answer, the host may point out why you were stupid in picking out that specific response. If you decide to skip the instructions, the host will comment on how impatient you are. If you take too long to enter your name on the high score list, you might hear, "Pick up the pace or else I'm going to do it for you." If you still take too long, you might hear, "Congratulations. You are now known as 'Kumquat.'" And sure enough, "Kumquat" will be on the high score list.

This PlayStation version will have 1400 questions (800 from the PC/Mac versions and 600 new ones). It will also have special question types like Jack Attack (words will flash on the screen and you have to buzz in when you see a match, like "elephant" with "Babar"), DisOrDat (you have to choose whether the word you see belongs to one category or the other, like whether "Burundi" is a Star Wars character or someone belonging to the African Nation) or ThreeWay (you have to pick one of three items that matches the clue up top, like deciding who among Moore, Connery or Brosnan starred in *The Man With The Golden Gun*).

If you get one irreverent quiz show party game this year, make sure it's You Don't Know Jack. Trust us. It's a blast.

Oh and by the way, the answer to that question up at the top is Joe Rybicki, deputy editor (don't ask us what that means) of *Official U.S. PlayStation Magazine*. You can find a demo of YDKJ in one of his upcoming issues.

NOW COMPUTING

Jack Around



You Don't Know Jack (and its trademark bald man box cover) is everywhere, at least for PCs and Macs. This critically acclaimed series has several volumes, themed installments, collections, spin-offs and even an Internet-only show. Below are the various YDKJs (not including compilations) you can play if you have a computer. Here's hoping some of them make their way to the PlayStation.

- YDKJ Vol. 1-3
- YDKJ Vol. 4: The Ride
- YDKJ Movies
- YDKJ Television
- YDKJ Sports
- YDKJ The Net Show
- YDKJ Offline (coming soon)







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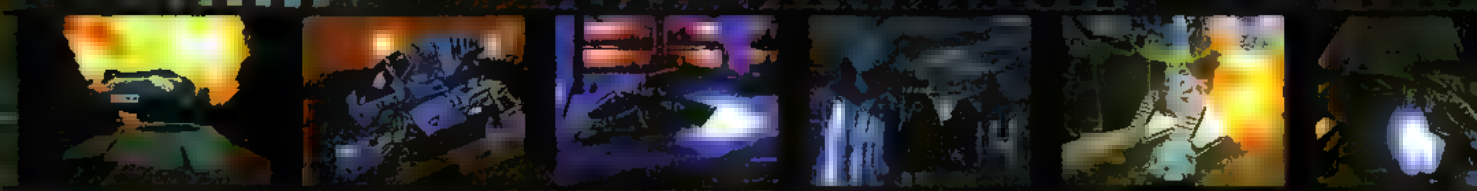
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Metal Gear Solid: Integral

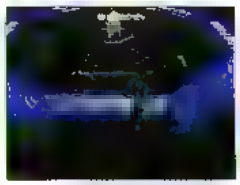
Publisher:	Konami
Developer:	KCE Japan
Players:	1
Genre:	Action
% Done:	100%
Release:	Available now (Japan)
Web Address:	www.konami.co.jp
The Good:	Enhancements to one of the greatest games ever made.
The Bad:	The first-person mode is useless.
And The Ugly:	MGS Integral will not be coming to the U.S. in this form.

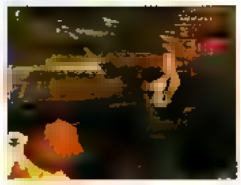


One of the special incentives you can unlock on the VR disc is a mode which allows you to play a few missions as the Ninja. There are only a few, but it's still cool as hell.









All the wholesome goodness of MGS is intact, with loads of extras to boot.

Snapshot

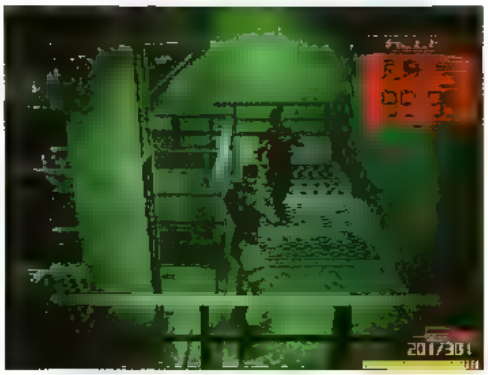


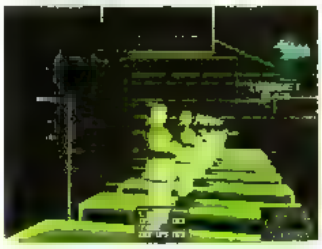
Building on the "Camera Mode" found in the original Metal Gear Solid, where you could take photos at any time in the game, is MGS Integral's "Photographing Mode." Unlike the first, whose main purpose was to find all the "ghosts" in the game (actually the MGS development crew), the Photographing Mode allows you limited access to the girls of MGS Integral. Depending on your final score in the game, how you were rated (with an animal name, i.e., "Leopard," "Raven," etc.) will determine how close you are allowed to get near the subjects. The better your score, the closer you can get, resulting in better pictures. If that's not incentive to replay the game, then nothing is!

In case you've been living under a rock the last few years, there's been this little game that came out a little while ago called Metal Gear Solid, a game so widely accepted as possibly THE most original product of the 32 Bit era that its reputation is practically unassailable. Creator Hideo Kojima, however, like many Hollywood directors, felt that there were things left unfinished and has returned with the essential "director's cut" called Metal Gear Solid: Integral. Although strictly an import, the game can be played with the Japanese or English voice acting. In addition, after completing the game once, you can then play again in first person mode. Instead of pressing a button to step into first-person perspective and merely examine your surroundings, you can now move freely about the environments in this mode, using items, shooting your weapons, and activating switches. Unfortunately it's about as useful as holding the controllers with your feet, since your turning speed is so slow, and you can't see your weapons or anything else.

Justifying the purchase of another copy of Metal Gear Solid is the addition of the VR Disc. On this disc are 300 additional VR missions, like the ones found on the original MGS. All sorts of missions await you. Puzzle, Mystery, Weapons Training, even Ninja missions can be played once you've unlocked them all. Aside from skill testing virtual missions is the "Photographing Mode," which allows you to photograph the females in the game, from a distance, while they pose for you. Your final score in the game will dictate how close you can get to the chickies.

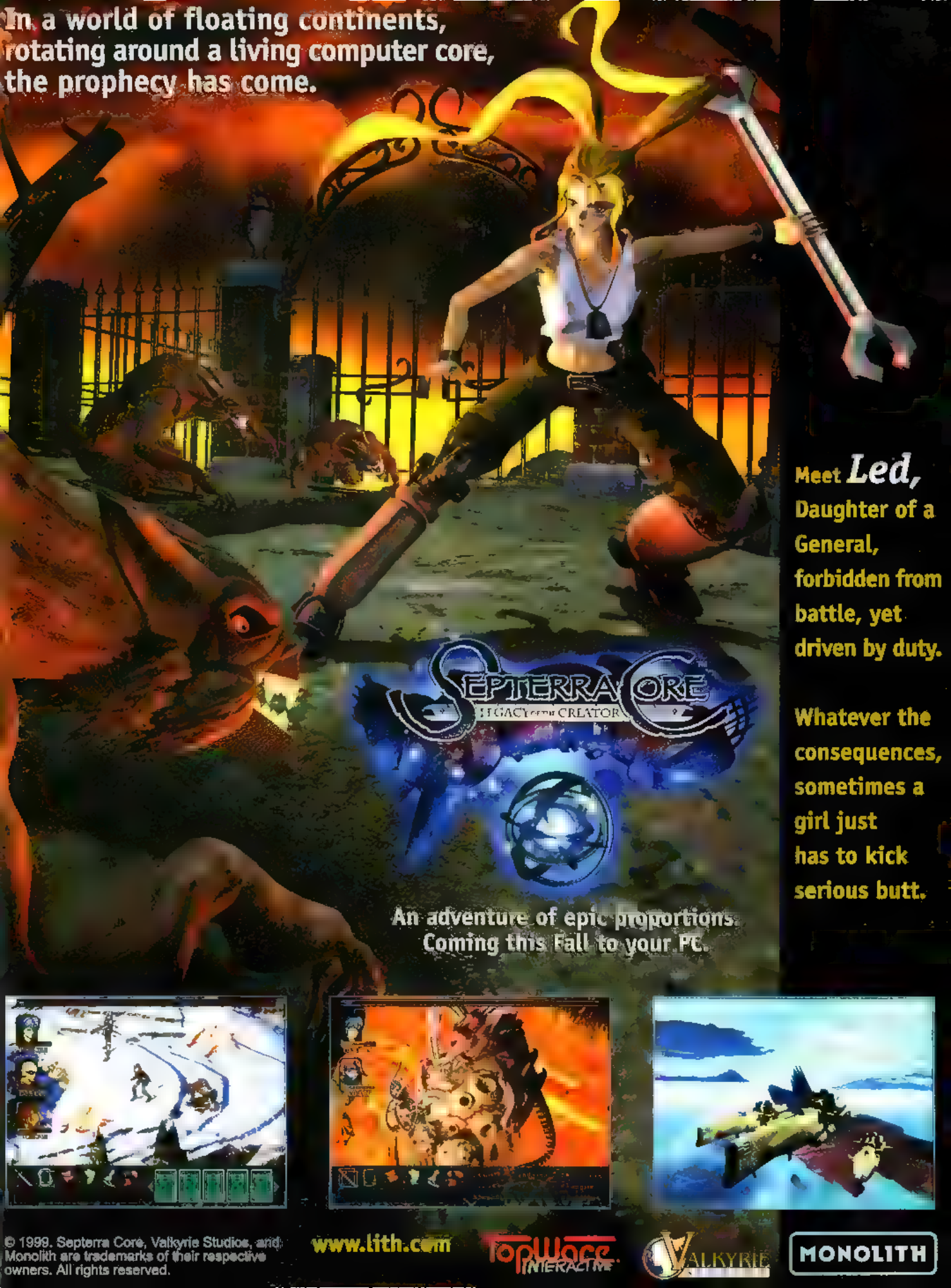
While the AI is still a bit retarded (Shoot the guard in the back of the head, then hide, and he'll go back to his patrol route. Very considerate.), and some of the mission structure is a bit contrived (hot and cold PAL disc, anyone?) there is very little to moan about in this enhanced version. The only bad thing you could say about this is that it won't be coming to the States in this form. Only the VR Disc will make it to U.S. shores, but if you can live without the useless first person mode, then this should be fine.











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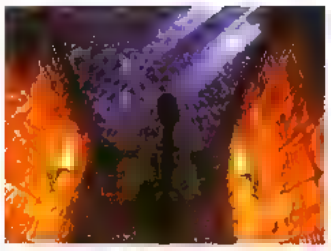
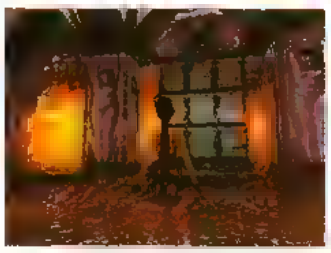
TopWare INTERACTIVE

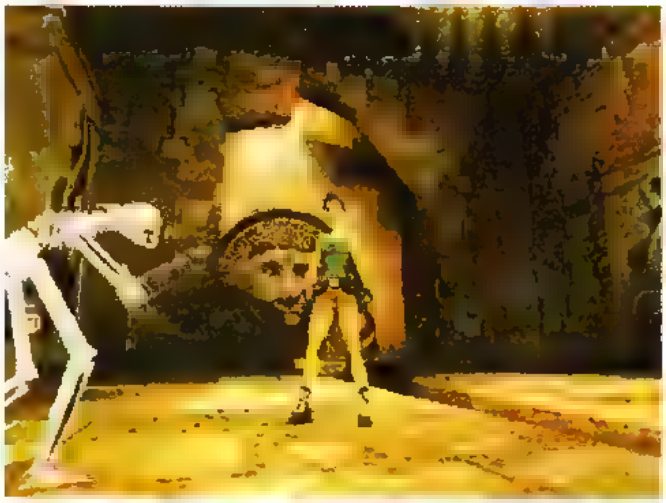
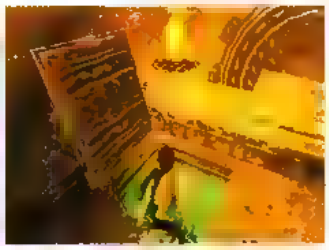
VALKYRIE

MONOLITH

Tomb Raider: The Last Revelation

Another year, another Tomb Raider from **Core Design**. Despite not being as well received as the first two games, Tomb Raider 3 was surprisingly the most successful game in the series so far, racking up some impressive sales figures. Lara's return was inevitable, but thankfully things look like they're going to be quite different this time. The levels are now far more linear and don't spread across the world in quite the same way as TR3. We've also found that the graphical style of the locations has a lot in common with those found in **Eidos** stablemate Soul Reaver. Textures in the environments are all drawn with similar colors and shades to give the game a more detailed and less garish appearance. There are some groovy lighting effects too. Along with this, Lara herself looks much better as we find her drawn using a technique called "skinning" that wraps textures around the polygons and makes them look smoother. Look out for Lara **before the end of the year.**







WCW Mayhem

The PlayStation version is almost identical to its Nintendo 64 brother (whose preview you can read in this issue). Naturally, due to the CD format, this version has full-motion video sequences (including a bizarre, futuristic CG intro) and more voices (which are very well done). Otherwise, everything else is the same, from the number of wrestlers included to the various modes of play.

Electronic Arts is publishing and **Kodiak** is developing this one- to four-player game (due in **October**)



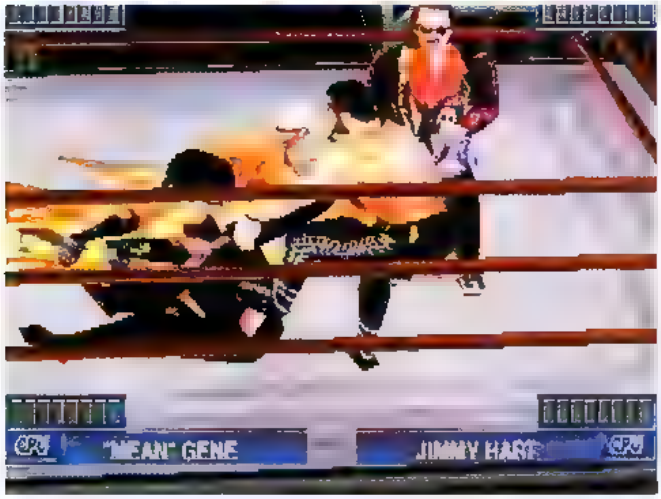












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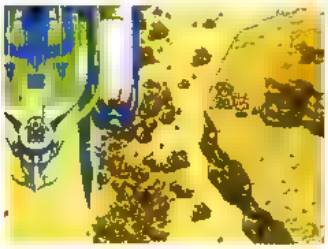
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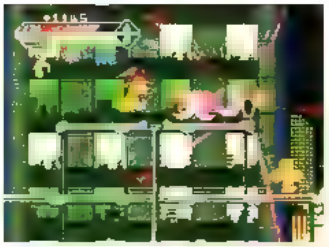
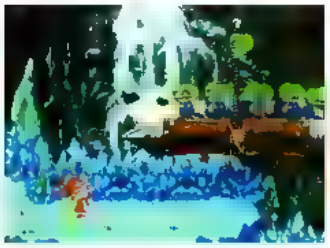
Lunar 2: Eternal Blue

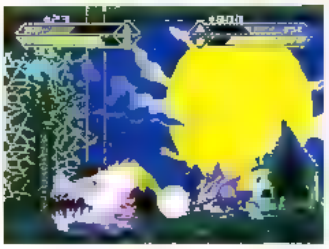
Working Designs brings **Game Arts'** fantastic sequel to Lunar to the U.S. this **winter**. A thousand years after Luna and Alex first set out on their quest, evil is again plotting to throw the world into eternal darkness. As Hiro, you and your friends must find the goddess Althena and restore peace to the land. About an hour of animation and over 90 minutes of dialogue await you in this three-CD RPG.


Silhouette Mirage

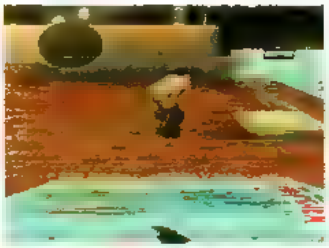
If you're familiar with **Treasure's** work, then you know that Silhouette Mirage is a 2D side-scroller with loads of special effects, bizarre character designs and super-tight gameplay. It was originally released for the Saturn, then rereleased for the PlayStation with added particle and translucency effects. **Working Designs** will release Silhouette Mirage in **August**.

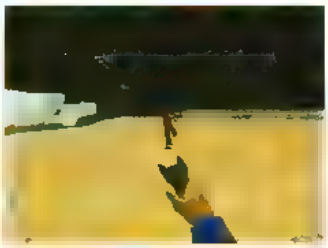




Thrasher: Skate and Destroy

Thrasher: Skate and Destroy is **Rockstar's** first foray into the world of skateboarding. Rather than taking an arcade approach, they've decided to focus more on the simulation side. There are 12 real-life arenas and a police officer who chases you around with a taser at the end of your run. Sponsored by the definitive skateboarding magazine *Thrasher*, Skate and Destroy will challenge gamers this **December**.

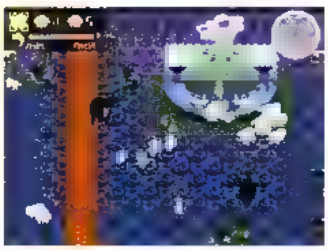



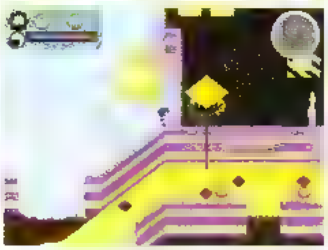

Sheep



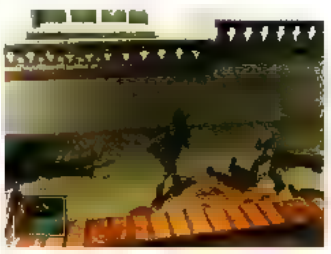


Set for release from British softco **Empire Interactive** before the **end of the year** is a simple but effective action/strategy game called Sheep. Imagine something that's kind of a cross between Psygnosis' Lemmings and Team 17's Worms and you'll have a rough idea of what this thing is about. Control the sheep, guide them to safety and commit acts of unspeakable violence in an oddly cartoon-like environment. It's all a bit disturbing, but it looks like it might be quite fun.





Urban Chaos





Developer **Mucky Foot** is made up of a bunch of ex Bullfrog guys, and the head-honcho on the project, Mike Diskett is the man who brought the world Syndicate Wars. A hefty pedigree to live up to indeed, but Urban Chaos looks like it might be something special. A 3D action adventure title with a difference, what really sets the game apart is the graphics engine. There is an inordinate amount of detail in the way the thing looks. You'll be surprised it's running on a PlayStation. From **Eidos** this **fall.**





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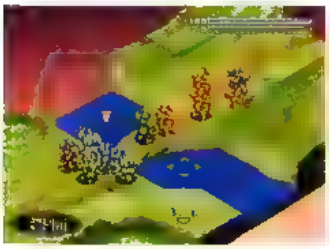
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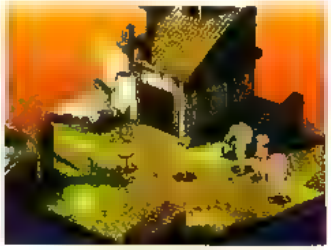
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PREVIEW GALLERY

Detonator Gauntlet

The latest acquisition of Redding, Calif.-based publishers, **Working Designs**, Detonator Gauntlet is a strategy RPG very much in the vein of the Shining Force I I games. With more than 50 missions, five different endings and practically no load times, Detonator Gauntlet might be just the ticket for gamers longing for another Dragon Force or Final Fantasy Tactics. Fans of strategy RPGs watch for Detonator Gauntlet this **fall.**





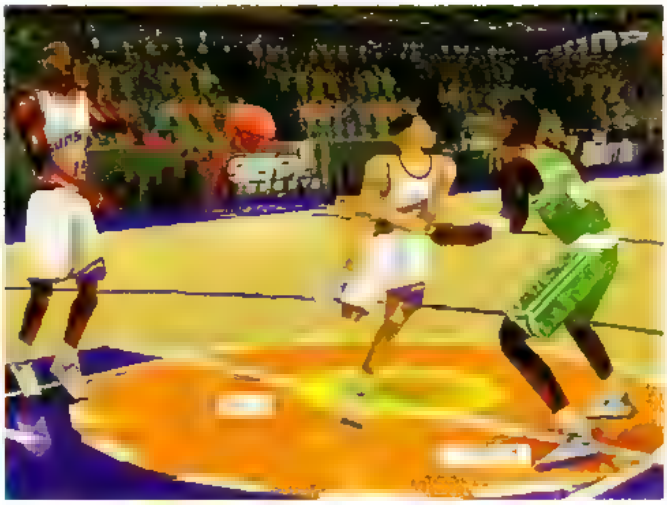


NBA ShootOut 2000

989 Sports has had a year and a half to make ShootOut 2000 a mean, lean basketball machine (ShootOut '99 was never released). Headlining the show are 150 new player moves. Finger-rolls, fade aways, reverse lay-ups and one handed bounce passes are just a few of the new maneuvers. We haven't played it yet but we're expecting gameplay to rival NBA Live '99. 989 will release this game in **November**





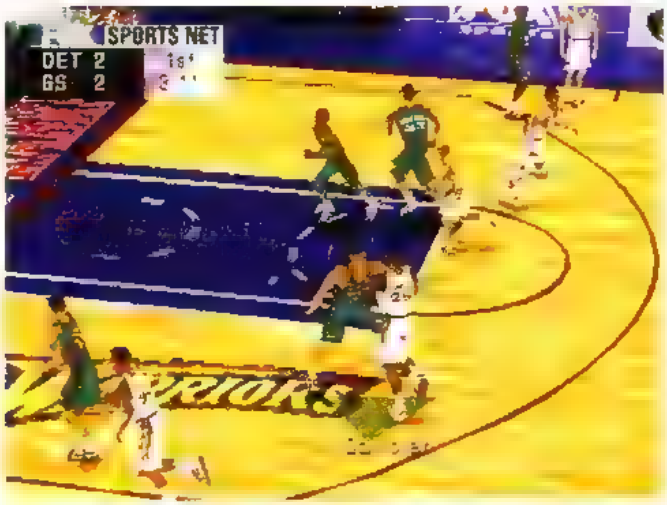


NBA Basketball 2000

Fox Sports Interactive is looking to break into the tough sports genre in a major way with the help of developer **Radical**. NBA Basketball 2000 promises to take television-style presentation to the next level with actual graphics used in Fox Sports broadcasts. A comprehensive Create a Player mode is another key feature. Look for NBA Basketball 2000 this **October**

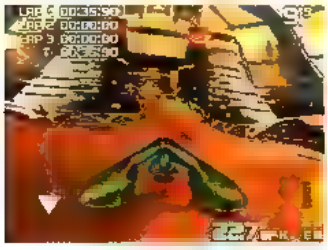
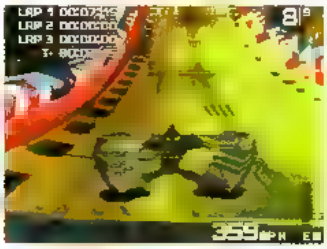


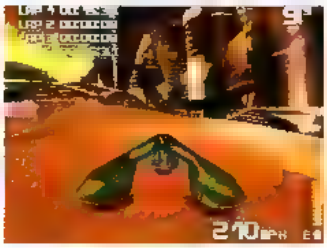




Mag 3

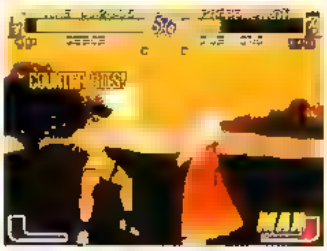
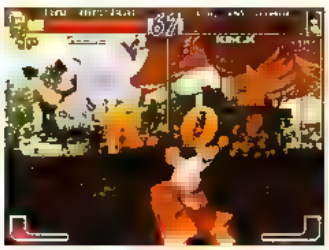
Crave's Mag 3 is an oddball, hovercraft racing game vaguely similar to Extreme G. Fortified with 12 tripod-influenced vehicles and some wild twisting roadways, the game shoots for a roller coaster-like experience. Mag 3 has three cool weapons: road mines, lasers and a quasi particle beam thingy. Hi-res graphics, two-player contests and plenty of high-banked racing are promised. Look for Mag 3 in **September.**



Fatal Fury: Wild Ambition

Notable for being the first Hyper Neo•Geo64 home conversion thus far, Fatal Fury: Wild Ambition brings the FF crew into the world of 3D for the first time. Following in the footsteps of the Samurai Shodown series, FF WA mixes fully polygonal graphics with old school 2D gameplay (like what Capcom did with Street Fighter EX, but not nearly as pretty). **SNK** and **Electronic Arts** is bringing this one to the States this **fall.**


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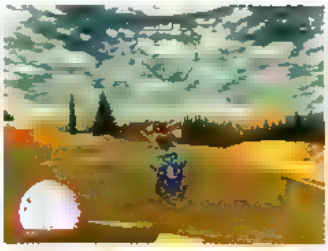
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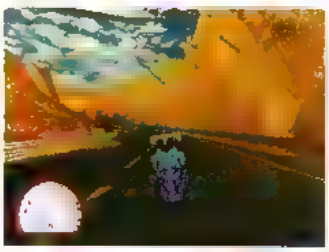
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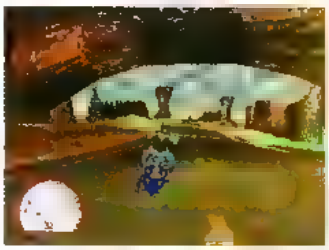
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Test Drive Cycles



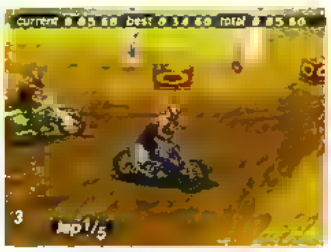


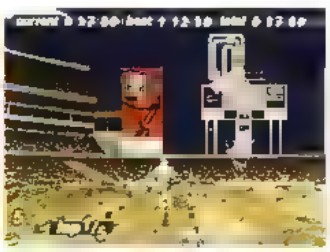


It's about time **Accolade** put out a motorcycle sim! Published by **Infogrames**, Test Drive Cycles puts you in the saddle of 30 licensed bikes in three categories: Cruisers, Superbikes and Sportbikes (Sportbikes are a watered-down version of the Superbike, a little less power, a little less braking, etc.). Staying true to the Test Drive formula, Test Drive Cycles offers 24 tracks from around the world, traffic and head-to-head play. Just like Test Drive 5, breakable objects will be littered throughout the courses. In addition, upgrades galore and customization play a big role in the game. No word if the game will contain a police chase mode; hopefully it will. Easy-rider wannabes can experience Test Drive Cycles this **fall.**

SuperCross Circuit

989 Sports has jumped the Supercross revolution with a license in hand. Racers Mike LaRocco, Larry Ward and Jeff Emig (to name a few) adorn the "dirt circuit." In addition, 20 indoor and outdoor courses are featured including the Silverdome, Metrodome, Qualcomm and several others. A fancy track editor, 11 different bikes (sorry no license here) and a heavy emphasis on realistic physics are promised this **November**.









Knights of Carnage

This **summer**, **THQ** will be releasing **Toka's** Knights of Carnage, a one- or two-player fighting/action title. KoC is a bit similar to the ever-popular Golden Axe games, only it's in a 3D world (and is slightly slower paced). This game takes the Golden Axe appeal to a higher level, however, by offering different gameplay styles (see picture, lower right) and shops where you can purchase new weapons and items.



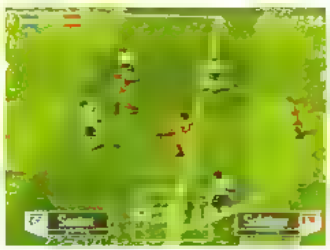




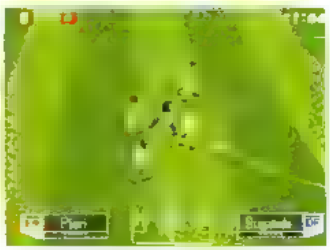


Major League Soccer 2000

From **Konami** this **November**, the latest version of International Superstar Soccer gets a major update. All the player AI has been tweaked, the graphics have been given a major overhaul, but most importantly it now boasts a Major League license. At last, it gets real player names. Unfortunately this isn't quite the greatest license ever, it only provides 12 soccer teams and 10 stadiums, but it's a start. You also get to play in a 32 game MLS season, play in All-Star games and play-offs, and go for the MLS Championship cup. What will also make the game a bit more interesting though is the inclusion of an RPG-like "Success Mode" that allows you to develop individual players as you take them through the championships to become star performers.







NHL Championship 2000





Developed by **Radical**, the first Power Play Hockey is still legendary and widely regarded as the best non-EA hockey title ever. Their latest effort, published by **Fox Sports Interactive**, is NHL Championship Hockey 2000. The goal is to offer the awesome play of Power Play with all the glitz that Fox Sports can provide. We'll see if they pull it off this **September**.

NHL FaceOff 2000





989 Sports has toned down the hyper speed that plagued FaceOff 99. Things are much smoother and realistic on that front. The animation (150 moves) are more believable as well. Other big changes: enhanced TV-style presentation, smarter AI, two man commentary featuring Mike Emrick and Darren Pang and new plays designed with the help of Red Wings coach Scotty Bowman. FaceOff 2K is due out in **October**.





loading soundtrack_

5 exclusive tracks by DJ Sasha and featuring, Underworld, Chemical Brothers, Orbital, Propellerheads & Paul Van Dyk.

wipeout3

PSYGNOSIS

PlayStation

RATING PENDING RP ESRB

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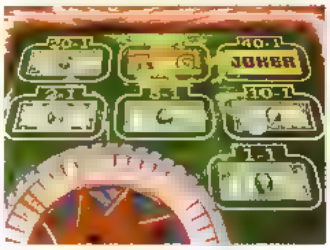


VEGAS QUOTE

Eddie: "I haven't seen a beatin' like that since someone stuck a banana in my pants and turned a monkey loose."
Clark: "Thanks for the 'pick me up' Eddie."

Vegas Games 2000

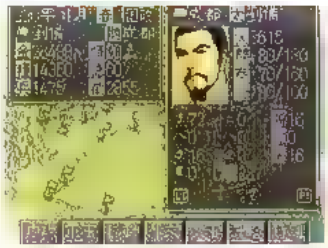
Like gambling? Ahh yeah, we thought so. **3DO**'s VG2000 offers a simple to use interface loaded with no-nonsense gambling stand-bys. Grab your $5,000 bankroll and play Baccarat, Video Poker, Slots, Craps, Blackjack and several more. Multiplayer will be possible only while playing Roulette, Craps, Blackjack and Baccarat (otherwise it's a single-player game). This title is slated for release in **November**.





Romance Of The Three Kingdoms VI

Koei's Romance of the Three Kingdoms series has been running almost as long as a Chinese dynasty. With part VI, your object remains the same: reunite war-torn China into one powerful empire through force of arms or tactful diplomacy. Expect this title in **January 2000**.





Konami Rally (working title)

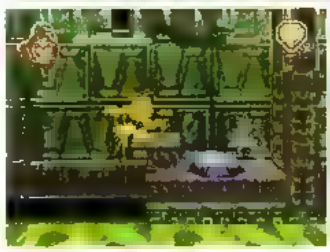
The details are still sketchy on Konami Rally but having played the game at E3, we can say it's solid in the physics and frame-speed departments. Power sliding, jumping and crashing big mud-holes seems very realistic. The cars (no word on licensing) are fully customizable with multiple upgrade parts and performance tweaks. Look for two-player racing and arcade as well. **Konami** will release this game in **November**.

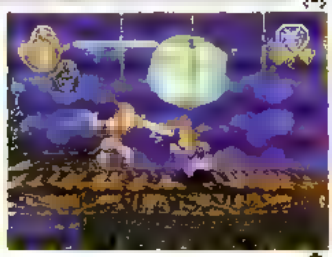




Monkey Magic

Apparently, it's a very popular cartoon on TV (we've never heard of it). In any case, Monkey Magic is coming to the PS this **October**, courtesy of **Sunsoft** and **Mpen**. This side-scroller stars Kongo the Stone Monkey, who must run, jump, climb, punch, fly and cast spells through 28 scenes (spread over five levels) taken straight from the TV show. Targeted towards 6- to 11-year-olds, Monkey Magic should prove quite fun.





Rugrats: Studio Tour

The imagination is a very powerful force. So powerful, in fact, the Rugrats kids use it to take over a movie studio in this upcoming PS title from **THQ** and **N-Space**. Havoc ensues... or not. Like N Space's previous Rugrats title Search for Reptar, Studio Tour is a collection of lighthearted mini-games geared toward children and fans of the show. This **winter 1999** release also supports four-person play in some of the mini-games.

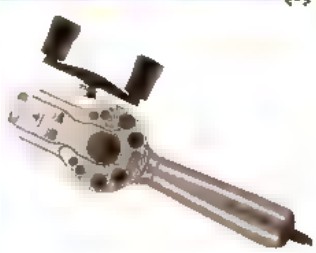




Bass Landing

If you want as opposite of Sega Bass Fishing as you can get, then **Agetec's** Bass Landing is for you. Forget about catching a huge fishy every 30 seconds—this game is all about realism. So pull up a comfy chair, grab a brewski and prepare to be patient (under the worst in-game conditions, it can literally take hours to catch something). Bass Landing, bundled with Agetec's fishing controller, is due out in **August**.





NCAA Final Four 2000

We thought Final Four '99 was decent but not spectacular. Hoping to make amends, **989 Sports** has implemented entirely new, super-detailed player models. Player-specific sizes and movements are on tap as well. The meat's all there—300 Division 1 teams, Create-a-Player, 32 categories of stats, up to eight player support and so on. Hopefully the game pace will be adjusted from last year. Look for this one in **November**.





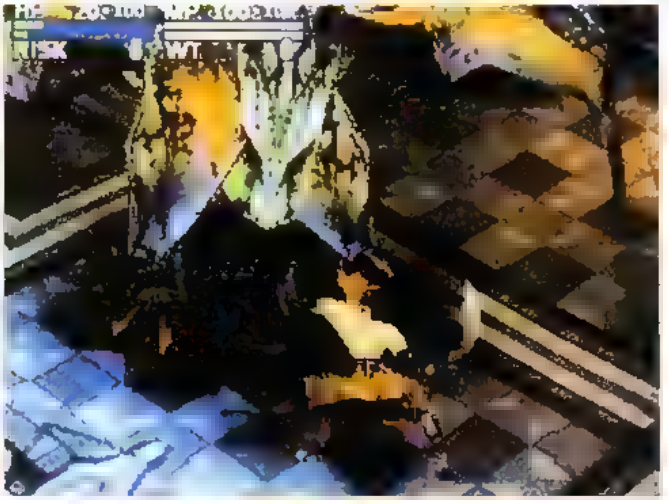


Vagrant Story

Designed by the creative team behind Final Fantasy Tactics, Vagrant Story eschews the super-deformed, turn based action for a fully polygonal, action/adventure RPG. With an innovative damage system that highlights the condition of each body part, Vagrant Story already has set one foot toward a totally new gaming experience. One problem: The producers expect this game to take only about six hours to complete. VS is published by **Square** and will be out this **fall** in Japan.

















Rival Schools 2





While not exactly a true sequel to **Capcom's** Rival Schools, Rival Schools 2 is more of the same tag-team action found in the first, while adding two new characters and an expanded portfolio of mini games, like a 100-yard dash and a Bust-A-Groove-ish dancing game. The graphics remain exactly the same as before (read: slightly blocky, slightly grainy). No word on whether this will come to the States, but don't count on it since it's more of an expansion pack than a bona-fide sequel.





Geppy-X





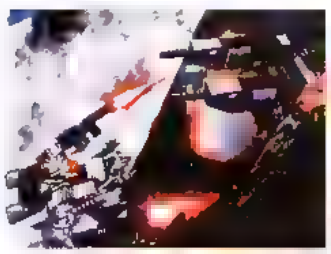
For all of you out there who grew up watching Mazinger Z or Getter Robo and the rest, get ready for the ultimate fan service. As a side-scrolling 2D shooter, Geppy-X is an amalgamation of all things '70s robot anime. Each level is structured like a TV episode, complete with intro theme, ending credits and a preview of the next episode. There are even '70s style Geppy-X commercials (see screenshot below). This four-CD shooter from **Aroma** is out now in Japan. Exa Beam Go!

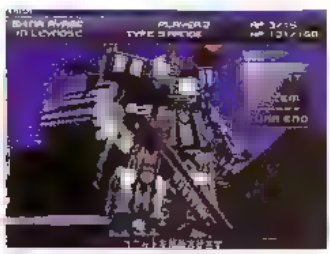


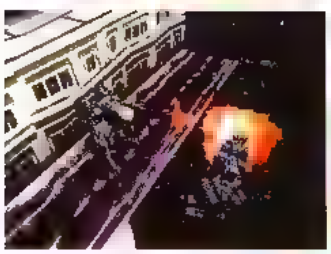


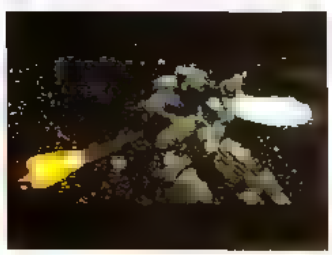
Assault Suits Valken 2

The latest in **NCS'** Valken series sees the franchise take a turn for the more methodical gameplay of turn based strategy role playing. Valken 2 will inherit its predecessor's hardcore militaristic appeal but concentrate on character and story development. Like Square's Front Mission series, all combat sequences are rendered in real-time 3D. By the time you read this, Assault Suits Valken 2 should be available for import.









Oreshika

Sony's latest RPG is a mystic adventure set in the feudal period of Japan. The title, loosely translated, is Exceed My Corpse. A demon has placed a curse of sterility upon your family, and it's up to you to defy fate. In order to reverse the effects of this curse, you'll need to seek help from 108 gods, acquire the right techniques so you may confront the demon and remove the curse. Oreshika is available in Japan now.



Torneco's Great Adventure 2

As if to appease all the impatient fans waiting for the much delayed Dragon Quest VII, **Enix** will release Torneco's Great Adventure 2 **this fall** in Japan. Some of you may remember the original 16-Bit Torneco RPG on the Super Famicom, which featured the antics of a popular sidekick from the Dragon Quest series. The bulk of the game will concentrate on dungeon exploration. Torneco will journey into labyrinths underneath forests, volcanos and cemeteries. The game uses pictures of clay models as backdrops for much of the over-world villages. There are no plans as of yet for a states side release.

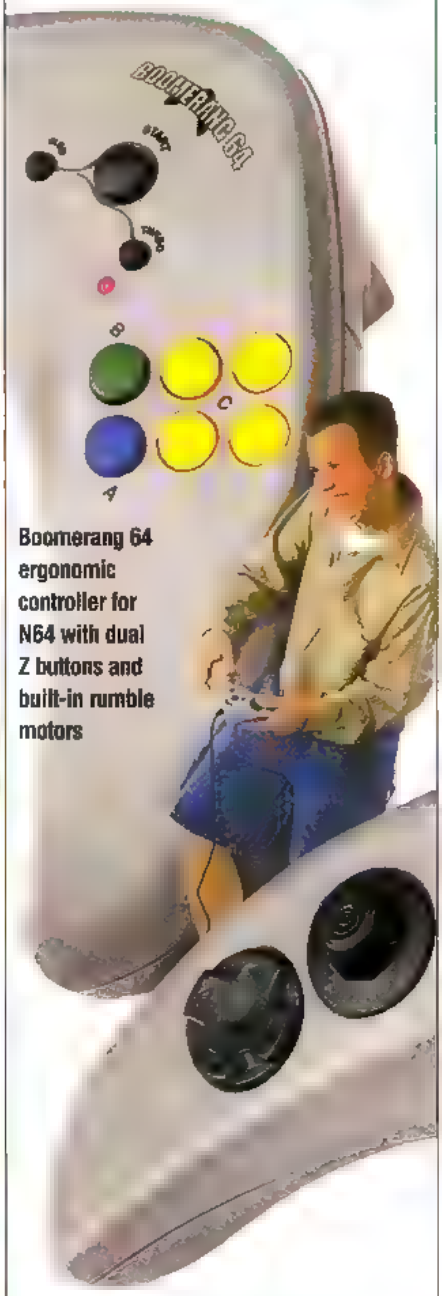


Ichi Geki: Hagane No Hito

Harken back to the '80s and you might recall a game called Karate Champ. Now look at these screenshots and think of Ichi Geki as a karate simulator in the same vein. A large part of the game will be the actual training of your fighter in photorealistic locales. The moves you perform and how much damage you do is determined by how hard you train. **Bandai** will release Ichi Geki this **fall** in Japan.



the Shape of Gaming



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YOU DIE

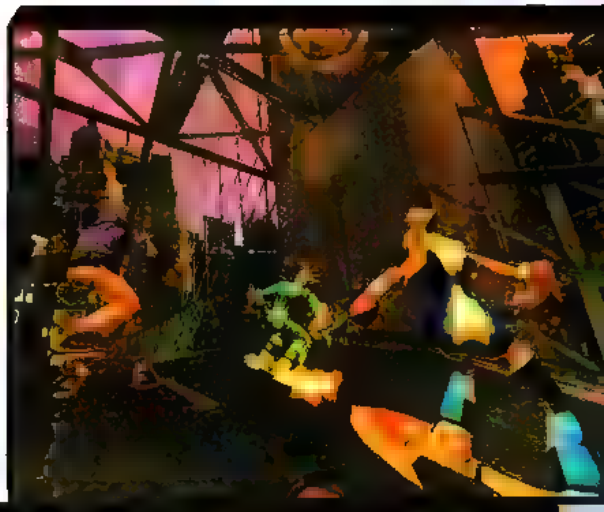






MEDAL OF HONOR

The Sicker the trick, the sweeter the win.



actual game screens



EVERYONE E CONTENT RATED BY ESRB

nVIDIA

3dfx

GRAPHICS BY rage 128 ATi

matrox

S3

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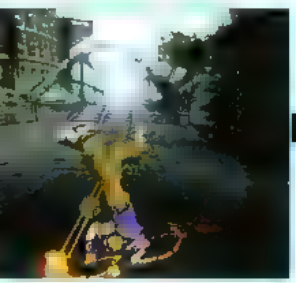
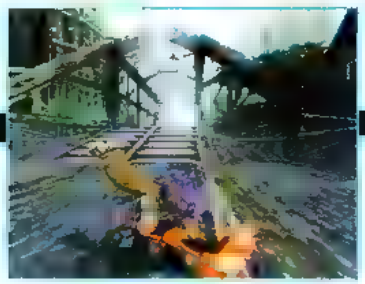
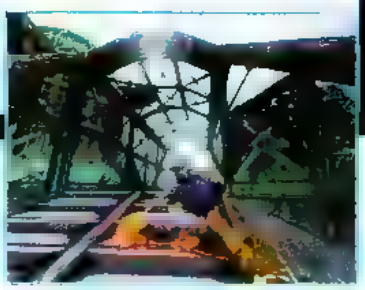
TrickStyle™

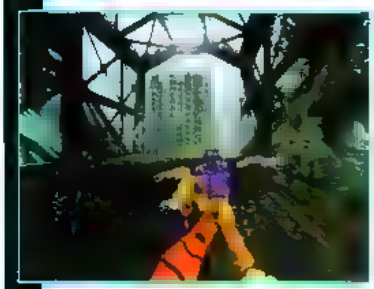
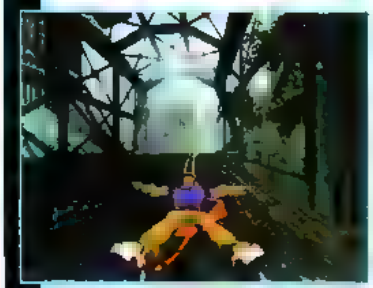
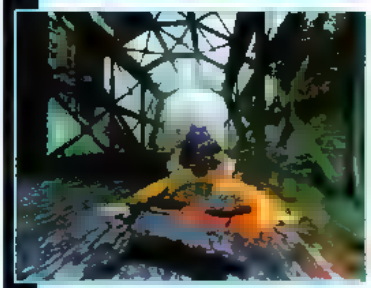
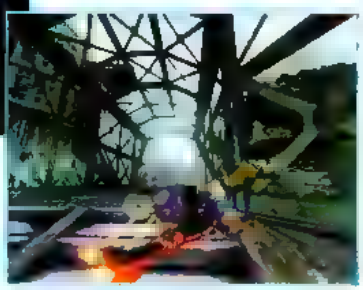
Race with Style.

If you wanna get your swerve on, you wanna get into TrickStyle. That's where you go up against the best in the world in an all out, go for broke race where the only rule is to win. But you gotta win with style. So practice at the Velodrome until you've got the skills to pound your opponents right into last place. Then you can drop some ill 720° spins, method grabs and barrel backflips, and out-race and out-stunt your opponents right into the winner's circle. And since TrickStyle is powered by the revolutionary Dreamcast game console, it looks and plays better than anything you've ever seen. So go grab some air. Feel the speed. And trick your way into the next millennium.



Winner, Best Racing Game.

Clockwise from the top right.
Bronx Slam. Zak T. lays down the sick heelflip luge into a luge 360 and finishes with a headspin flip.

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TAMAZILLA

Using Godzilla's mighty foot, you can save Tokyo from the Tamagotchi menace in this addictive little Web game. http://www.jitterbug.com/gvt

Godzilla: The Series

He's mean, green and a New York destroyin' machine. It's Godzilla, and he's com ng in **November** to GBC from **Crave Entertainment**. Bite, tail wh p and flame blast past tanks, helicopters, and other monsters in seven areas, including volcanic islands, New York and underwater.



NBA 3-On-3 Challenge Featuring Kobe Bryant

This 3-on-3 basketball game has a two player nk mode and more than 20 cinemas display dunks, alley-oops, lay-ups and more **Nintendo** will release this title in **November.**



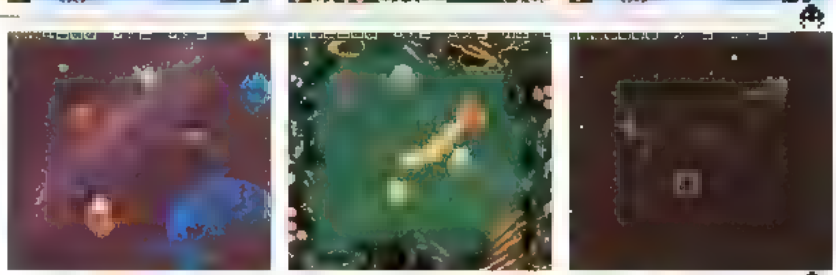
Antz

In **Infogrames'** Antz, you're Z, a worker ant who's sick of his job and hoping to catch Princess Ba.a's eye and defeat the evil Genera. Mandible (Ba.a's fiancé). As Z traverses 19 levels, he'll run into fearsome soldier ants, termites and other not-so "ant-friend y" insects and man-made obstacles Look for it in **October.**



Asteroids

Asteroids is one of the best arcade shooters ever, and **Activision** is shrinking 't down for re.ease on GBC in **August.** There are three modes of p.ay including a newly enhanced vers on with five wor.ds of 15 levels apiece with new enem es and weapons, the classic vector graphics vers on and two-p.ayer action.



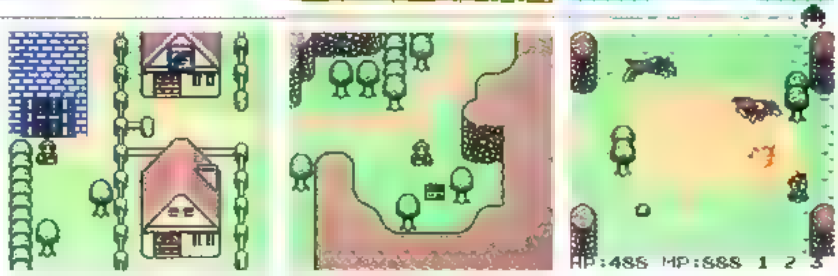
Classic Bubble Bobble

With a Chase HQ Game Boy Color game already in the works, new publisher **metro3D** is winding up to deliver a one-two retro punch with yet another o d-schoo arcade port, Classic Bubble Bobble, due in **September** You know the drill- Blow bubbles around baddies, then bust 'em Do well and you'll earn access to a hidden world and even more stages, some w'th power-ups. Graphics are co.orfu and crisp, and alpha blending has been applied to the bubb.es, ett ng you see through them.



Quest RPG: Brian's Journey

Much as the N64 vers on of Quest tried to ride on Ze.da's coattails, it would seem that **Imagineer/ Sunsoft's** GB version, set for re.ease in **September,** is an attempt to ape GB Zelda Brian stil. has silly ha r

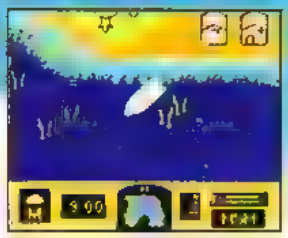


Vatical Made The Great Outdoors Portable

GAME BOY COLOR





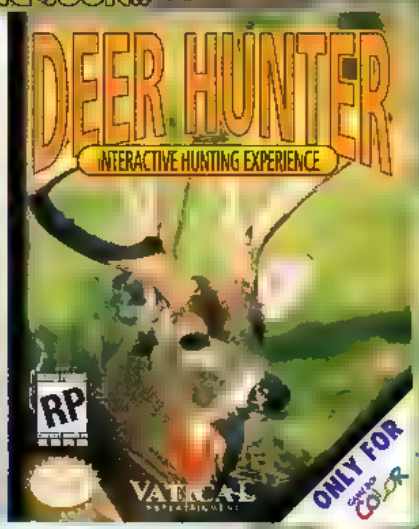


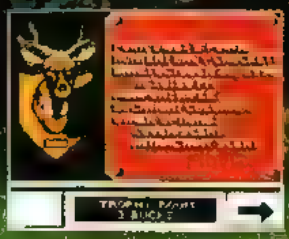




Zebco Fishing! incorporates the latest Game Boy Color breakthroughs from rumble feature for biting fish to real voice playback so it is just like you are fishing with a buddy
• Eleven Lures To Choose From & Two Different Lakes To Fish On. • Tournament And Blackjack Bass Fishing.
• Land Old Nessie And You Too Will Become A Legend Of The Twin Lakes!

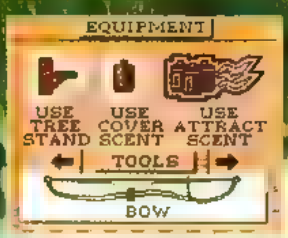
COMING SOON!!









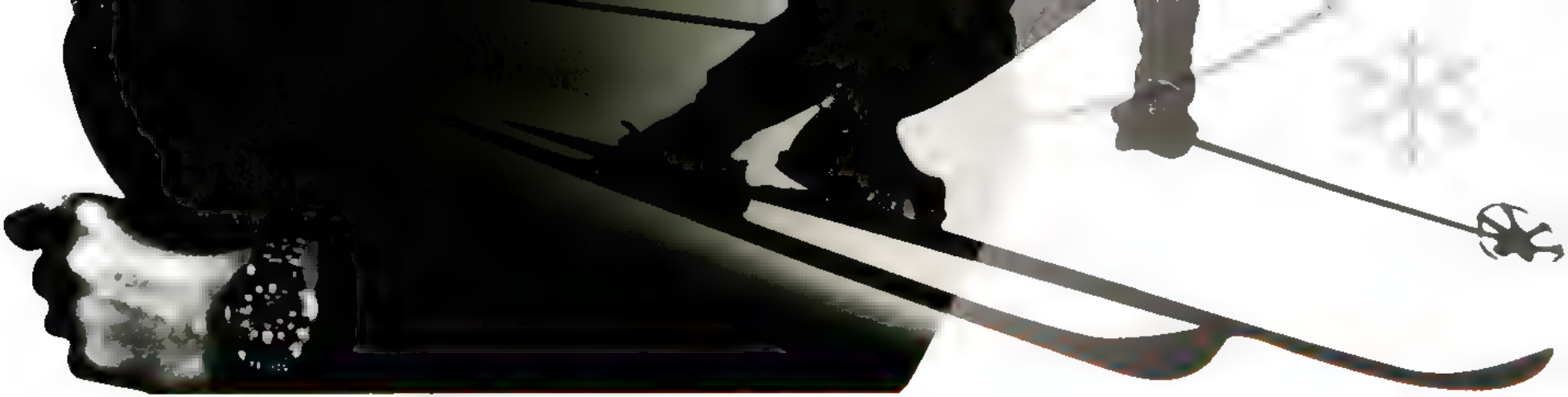


Now the thrill and excitement of Deer Hunter has come to the Color Game Boy! Practice sighting in your rifle, shotgun or bow at the range, or choose to hunt from a tree-stand or the brush. Then, get ready to lock in your sights on the largest rack in the woods. So, dust off your boots and break out the blaze orange, because with Deer Hunter, it's open season year 'round.
Key Features: Choose your weapon - Rifle, Shotgun or Bow • Tools of the Trade - Deer call, Rattle, Binoculars, Cover Scent, Attractant Scent • Track your Quarry - On Ground, Tree Stand, Overhead Map • 4 Scenic Locations - Arkansas Autumn Woodlands, Colorado Alpine Forests, Indiana Winter, Target Range

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9 OUT OF 10 PEOPLE RECOGNIZE HIM.

8 OUT OF 9 DO IT THROUGH CROSSHAIRS.

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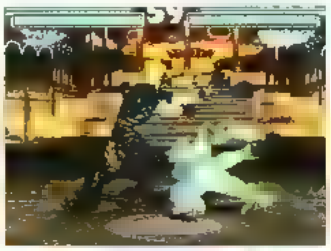
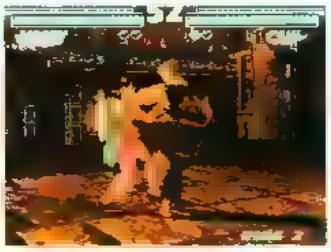
Prima Strategy Guide Available

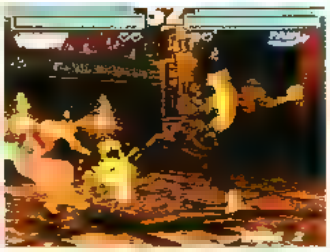
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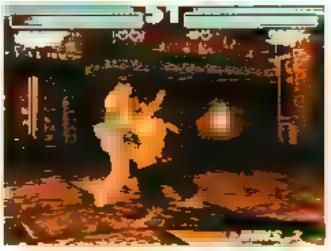
Tekken

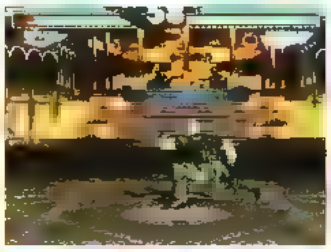
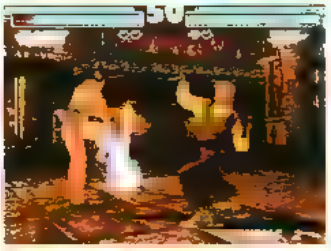
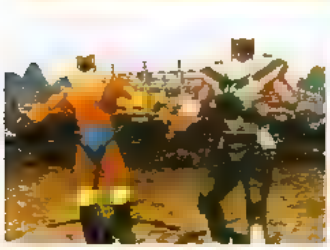
In all our excitement over the release of Tekken Tag Tournament, we've hooked up with all-new screens of the latest features to make it into the game. Aside from new costumes for Michelle and Ganryu, there are now specialized tag combos.

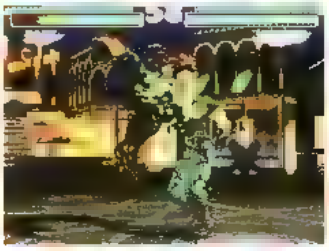
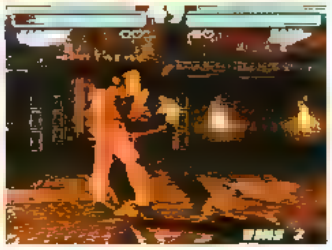
The screenshots to the right (running vertically) are sequences for new moves and tag combos. Here Nina and Anna Williams give Armor King a double dose of lovin' with the unique tag combo. The sequence in the middle column shows Gun Jack and Bryan Fury double-teaming Paul. The sequence to the far right shows three new moves for Paul. Phoenix Look for Tekken Tag Tournament in arcades everywhere this **summer.**

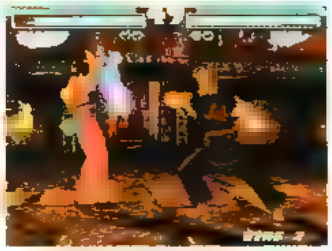







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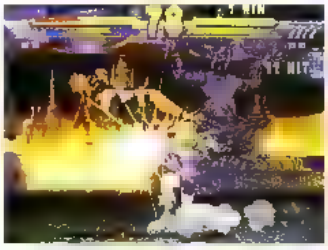
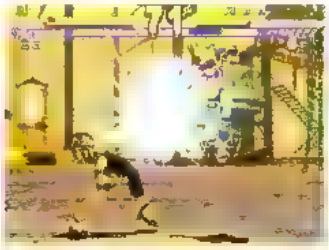
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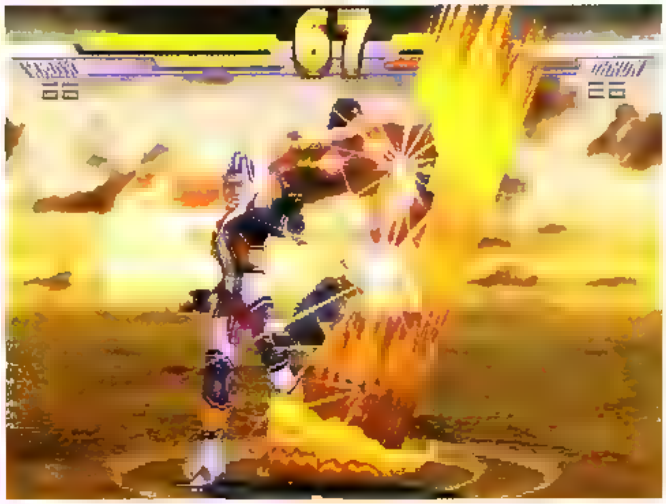
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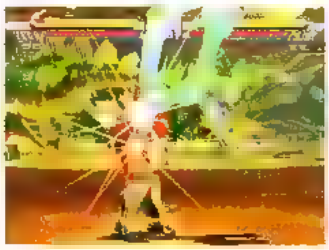
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EX 2 Plus

Capcom's up to their old tricks again. No game is safe from a side-series and no series is safe from being perpetually subdivided by mini-updates or half-sequels. Although a PlayStation port of **Arika's** year-old Street Fighter EX 2 is nowhere in sight, you can look forward to an updated version at your local arcade. Street Fighter EX 2 Plus packs in three new characters and new moves for many of the existing characters. Vulcan Rose and Area are the new characters, and Ryu's archnemesis Sagat returns. Capcom adjusted the custom combos in the game to give it better balance. Obviously, fans of the EX series will adore the upgrades, but can Street Fighter EX 2 Plus crack the competitive fighting game market?

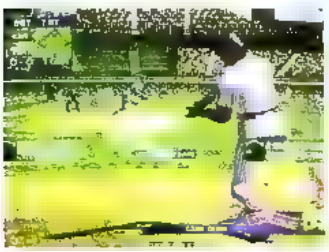



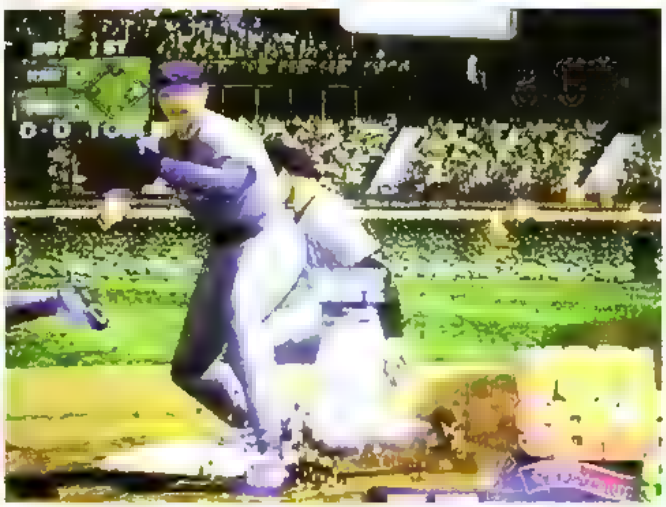


Go To The Dream Park

Arcade fans can check out **Sega's** latest sports title (not yet confirmed for the Dreamcast), courtesy of the Naomi hardware. You bat with a miniature spring-loaded bat/joystick that snaps forward like the swing of a bat. Uh-oh, another special Dreamcast controller?







Feel the Power, Feel the Pounding, Feel the Speed...

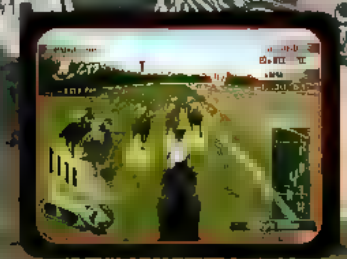
Feel the GLORY

GALLOP RACER

GO HEAD-TO-HEAD IN THIS ACTION-INTENSIVE HORSEPOWERED RAGEFEST

Just like in real horse racing, *no two races are alike: race outcomes are determined by racetrack, conditions, pack and luck. A great party game for players and spectators alike, you can be the jockey, or select watch mode, and be a spectator. As the jockey, you decide when to hold back, move inside, move outside and go for the lead - horses even change lanes, get bumped, get blocked and lose ground on curves. The winners are put out to stud, and the losers, put out to pasture.*

- **2 PLAYER MODE: Race against a friend in neck and neck competitions**
- **1400+ thoroughbred racing machines**
- **27 different racetracks**
- **SEASON MODE: Create your own jockey and breed a stable of champions**
- **Instant replay**
- **Unlock Secret tracks, horses, titles, and more**







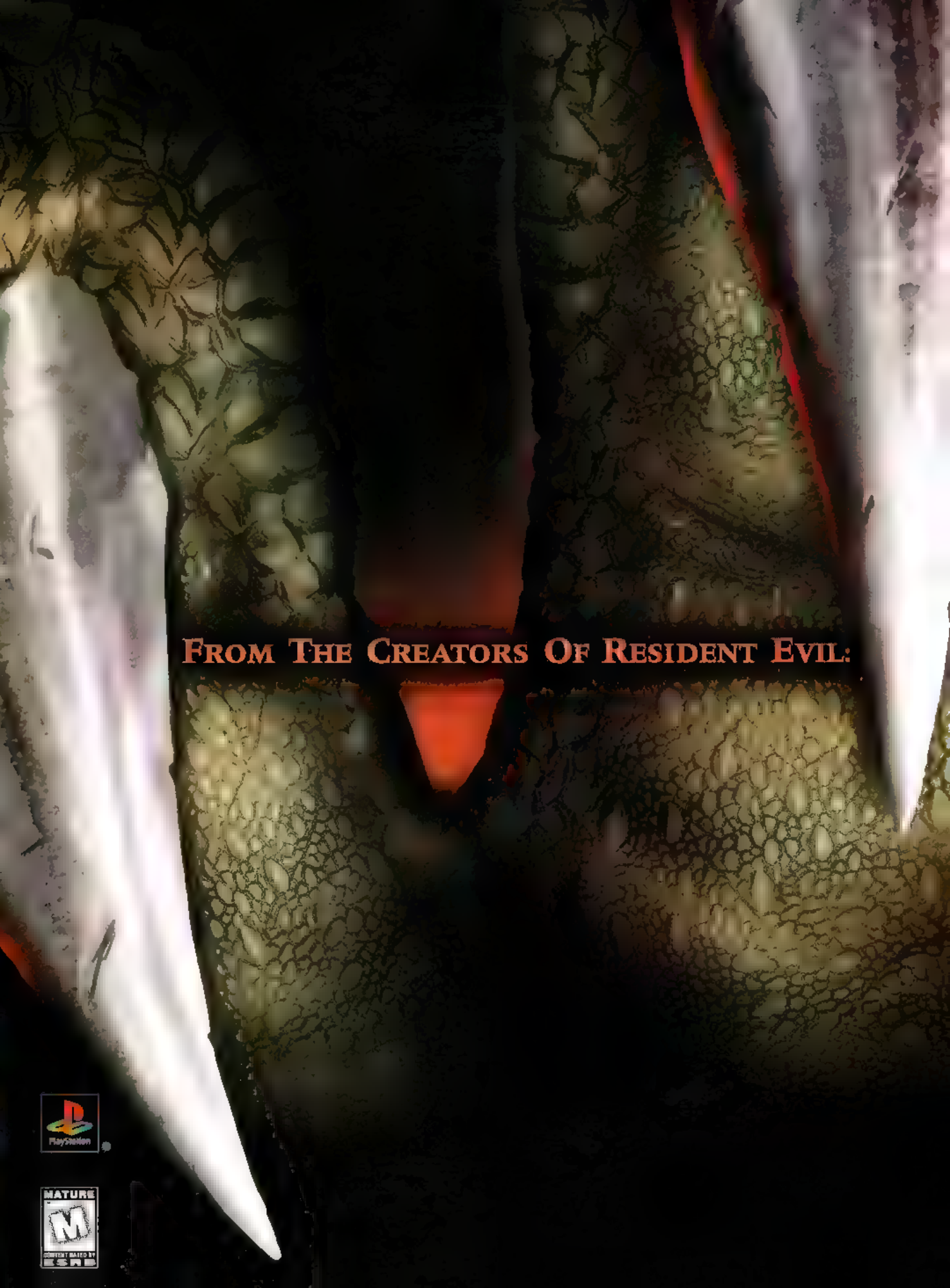


PlayStation

RP

DUAL SHOCK

TECMO


From The Creators Of Resident Evil:
PlayStation
MATURE
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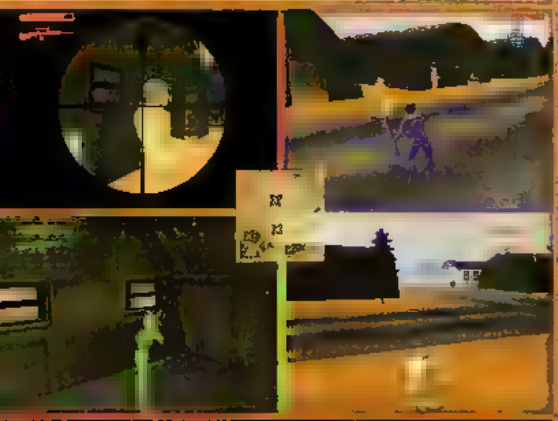

SURVIVAL HORROR ON A MUCH LARGER SCALE.
DINO CRISIS
PlayStation
DINO CRISIS
IF RESIDENT EVIL MADE YOU JUMP OUT OF YOUR SEAT,
THEN THIS IS GOING TO MAKE YOU HIDE IN YOUR CLOSET. - PSM
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ARMY MEN
SARGE'S HEROES

Character-Based Combat.

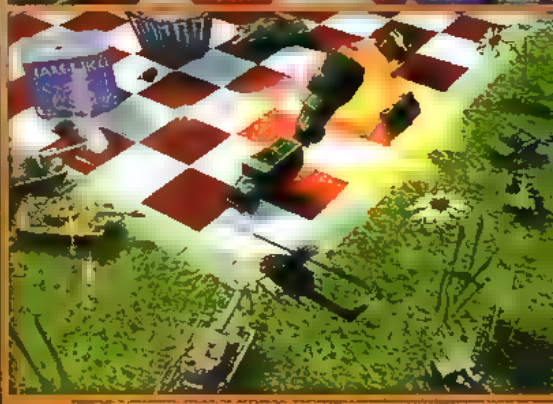










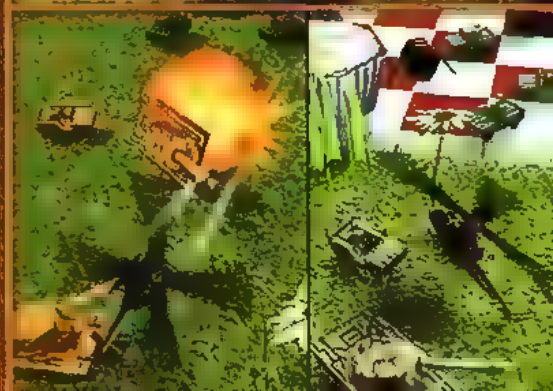


ARMY MEN
AIR ATTACK
Intense Helicopter Action.

RATING PENDING
RP
ESRB

PlayStation





As [illegible] prepare[illegible] Dreamcast launch on Sept. 9, gamers across the nation are buzzing about the system. But is it for you? We walk you through the Dreamcast experience. Should you [illegible] the big decision.

It's Here...

Down? Yes. Out? Nope. Sega Enterprises may be neck deep in debt in Japan, it may have posted a net loss of $378 million for the past fiscal year, but Sega of America's top brass—now charged with saving Sonic and company from corporate game over—aren't tossing in the towel yet.

Instead, they're poised to make history.

"This arguably could be the biggest launch the entertainment industry has ever seen," Peter Moore, Sega's senior vice president of marketing, said of the looming U.S. Dreamcast launch on Sept. 9. "I'm talking the biggest sales of a product here in its first 24 hours, be it a movie or CD or merchandise. We can't think of anything that came close to our projected numbers."

Rocking back behind a tabletop littered with tapes of Dreamcast TV commercials at SoA's San Francisco HQ, Moore ticks off the numbers. "Let's take the conservative estimate of 250,000 Dreamcast units at presale—that's a quarter of a million units at $200. We'll have a ratio of 1.5 or two games for every Dreamcast unit sold. That's a half a million units of software. We think we'll be 5 to one on VMUs and peripheral items such as extra controllers and what have you. This could be a $60 to $80 million 24-hour period. What has ever sold $60 to $80 million in the first 24 hours?"

Photography by Rafael Fuchs


...But Should
You Buy One?



Sega is, in a word, psyched. And so are gamers. When we scoured the nation for opinions on the system, the majority of game-store stalkers were hot on Sega's new box. "It's a well-rounded machine that's cool," 11-year-old Wes Miller told us in a Florida Toys "R" Us. And 1,500 miles north in a New York City game shop, 20-year-old Kahleem Poole said, "The Dreamcast is a good system, with good hardware, and it looks like a lot of developers are gonna make some good games for it."

And now that Sega's $100 million marketing campaign has kicked into hyperactive, Dreamcast hype is inescapable. You've already seen the hurricane swirl and "It knows it's alive" magazines ads. You've already seen the first wave of cryptic TV commercials wedged between episodes of *The Simpsons*, *Real World*, *Buffy* and other 20-something fare. Sega's straight-outa-*Road Warrior* demo vans are already rolling through a major city near you. Heck, you've probably even rented a Dreamcast from Hollywood Video—if you could handle the hefty security deposit—and played Sonic Adventure and Power Stone (Ready 2

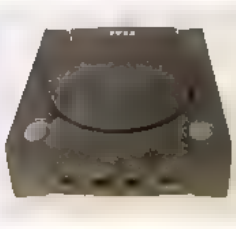


Debut **Dollars**

Sega thinks its Dreamcast launch will generate bigger bucks—between $60 and $80 million—on day one than any other product in entertainment history. But do the numbers crunch true? According to the launch-day figures earned by the following high-profile products and flicks, Sega doesn't seem to be fibbing.

Nintendo 64:	$20 million
Episode I: The Phantom Menace:	$28.5 million
Tamagotchi:	$22.5 million
The Lost World: Jurassic Park:	$26.1 million
Sony's AIBO Dog:	$10 million







Dreaming up Dreamcast

Before PowerVR powered its visuals, 3Dfx chips were gonna sit in the system's innards. Before it was named the Dreamcast, Sega R&D called it the Dural, Black Belt and Katana. And before it took its familiar shape, the Dreamcast could have looked like one of the prototypes to the left.

Hype Machines
Rolling out on Aug. 15, Sega's mobile-assault vans will hit 45 cities and terrorize the populace with the power of the Dreamcast.



Rumble should be available by the time you read this, and NFL 2K will be rentable just prior to the system's launch).

The hype will come to a head on Sept. 9. At 12:01 a.m., boxing ring baritone Michael Buffer will holler his trademark "Let's get ready to rummmmmble!" at FAO Schwarz in New York City, kicking off the system's launch while similar early-morning premieres draw crowds in big cities across the country. Tune in the Sega-sponsored MTV Video Music Awards later that night and you'll eyeball a future-shocked 60-second $1.4 million Dreamcast commercial created by Pacific Data Images, the company behind the visuals in *Antz*.

Sega knows the Dreamcast is its last hope for survival. It has learned from its past mistakes. It's doing things right this time. "If we don't land this sucker right out of the gates," Moore said, "then it ain't from a lack of trying."

But what's that? You say you're not one of the 14,000 earliest of early adopters who plunked down cash the first week of Toys "R" Us Dreamcast presales? You say you didn't already import a system? You say you're not impressed by the Dreamcast or Sega's titanic marketing campaign?

Surely you're not worried about a lack of games. With as many as 24 available at launch—including crucial sports and fighting titles—Dreamcast buyers face a unique launch day conundrum: too much stuff to choose from (fear not—we pick the top five later in this feature). All the key third-party publishers, including Capcom, Konami and Namco, are on board, so expect to see some of your favorite franchises. Except for a few. Mega publisher Electronic Arts still hasn't signed on, so Madden fans are out of luck.

SoA President and COO Bernie Stolar isn't worried, saying that history and Sega's first-party sports games are on his side. "[EA wasn't] there at the launch of the PlayStation," he told us. "They weren't on at the launch of the Nintendo 64. Were those two platforms successful in the U.S.? OK, and our sports titles, I think there's jealousy of what our

"I'll put our basketball and football games against anybody's." ~SoA President Bernie Stolar

football game looks like compared to Madden. Let me tell you it's a competitive world out there. I'll put our basketball and football games against anybody's. I feel bad that EA isn't signed on as a publisher, but I don't have a problem with succeeding without them."

It's highly unlikely that Sega will receive support from Sony-friendly Square. In fact, Square's Final Fantasy VIII will go head-to-head



The Battle Continues.



Mortal Kombat Gold. 20 of your favorite characters return in the greatest Mortal Kombat ever!
Mortal Kombat has never been so deadly and it's ***only available on the Sega Dreamcast system.***

Your Fate is Sealed.









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MATURE
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Photography by John McCoy

Summer of Sega

Mainly targeting 14- to 24-year-old dudes with its marketing blitz, Sega's going after gamers where they live and play. Don't be surprised to find Dreamcast kiosks at the the summer's loudest concerts, like June's Weenie Roast in L.A. (above). Meanwhile, Sega street teams are swarming into inner cities everywhere, doling out T shirts, tattoos, stickers and other DC propaganda. Ultimately, of course, it'll be the launch titles (listed to the right) that get gamers really excited.

against the Dreamcast, sin[illegible] it hi[illegible] on Sept. 9 as well. Agai[illegible], Stolar a[illegible] worried. "It's ne[illegible]t from a H[illegible]ywood movie," he [illegible] you may have two strong movies [illegible]ase the same weekend, and [illegible] receive their sha[illegible] purchased only by th[illegible] Fin[illegible] fanatics, and those [illegible] at the same time [illegible] two other games.

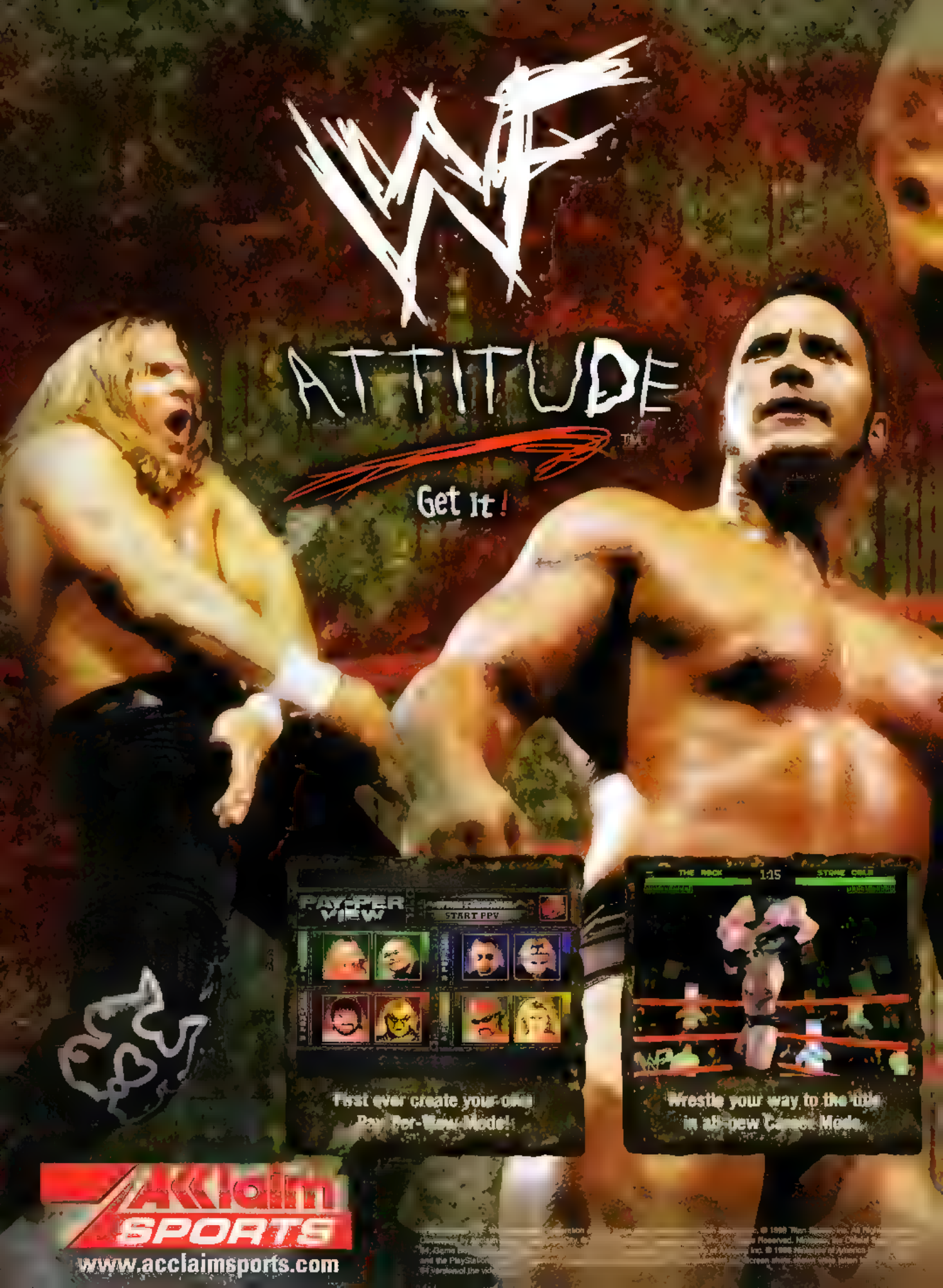
Sega's most v[illegible] licensed could be Namc[illegible] Soul Calibur will no[illegible] sell [illegible] systems. But little is kno[illegible] of Namco's commitment to Sega after Soul Calibur. At least two more titles are reportedly in the works, and Stolar said we'll probably see something on these games at September's Tokyo Game S[illegible]

[illegible] kn[illegible] advantage is that [illegible] least a year before Sony [illegible] Nintendo release their next systems. Stolar said Sega will use the head st[illegible] to no[illegible] build a [illegible]ed base (he expects [illegible] will sell by year [illegible] and a [illegible] March) but to get a library of [illegible] that's a step ahead of the [illegible]. "I think what becomes th[illegible] at year's [illegible]," he told us. "At that p[illegible] in time all three systems will be really there for the first time. We'll be in our third generation of software, and they'll be in their second. And the next two Christmases for us are to show everyone that Sega is a leading company, that Sega is here to stay, and that Sega has the best software in the marketplace."

Dreamcast Launch Games

- [illegible] • Crave
- Armada • [illegible]
- [illegible] • Activision
- [illegible] • Sega
- [illegible] • Midway
- [illegible] • [illegible]
- Marvel vs. Capcom • Capcom
- [illegible] • [illegible]
- [illegible] • [illegible]
- NFL 2K • [illegible]
- Power Stone • [illegible]
- Rainbow Six • Majesco
- Ready 2 Rumble • [illegible]
- Slave Zero • Infogrames
- Sonic Adventure • Sega
- Soul Calibur • Namco
- Soul Fighter • [illegible]
- Speed Devils • Ubisoft
- TNN Motorsports Hardcore Heat • [illegible]
- Tokyo Xtreme Racer • Crave
- TrickStyle • Acclaim




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NINTENDO
TEEN
CONTENT RATED BY ESRB

Dreamcast **Inside and Out**



High-Bandwidth Controller Ports

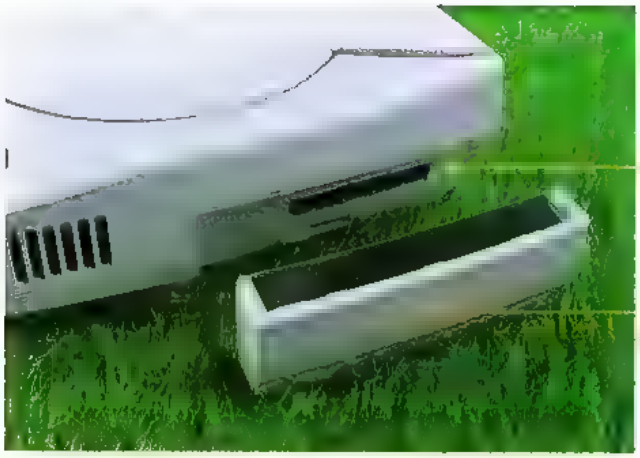
The Dreamcast controller ports are actually very high-speed, high-bandwidth interfaces that allow a lot of data to be transferred back and forth between the peripherals and the machine. While this all sounds very nice, what it means for gamers is that the machine is capable of communicating with more elaborate controllers such as force-feedback sticks or steering wheels.

Serial Port

Expect Iomega's Zip unit to plug in here along with a host of other peripherals. Although not as fast as the controller ports (things like the digital camera will plug in through the controller), this is more than adequate for most peripherals. Surprisingly this doesn't make use of the universally accepted USB (Universal Serial Bus) standard as we are likely to see on the PS2. A unique port means there won't be off-the-shelf peripherals. Consumers won't get confused = good. Unique interface = more expensive peripherals = bad. Uh-oh.

Multi-Out

Pretty obvious seeing as this is where you stick the video cable, but this innocuous little hole is actually a lot more significant than you'd think. Capable of providing composite video output (with the provided cable), S-Video (mucho-expensive cable, $30 sold separately—but excellent quality) or VGA output, the port is controlled by a digital signal encoder that can be programmed by software developers to ensure the games look as groovy as possible. Check out a Dreamcast plugged into a standard TV with the composite cable...thanks to the digital magic of the encoder it looks significantly better than a similar setup running an N64 game in high resolution.



"Designed for Microsoft Windows CE" Sticker

Unbelievably significant. Not the sticker itself—but the implications for the system thanks to its association with big bad Bill Gates and his army of darkness at Microsoft. "We designed two different environments for the developers," explains Sega's group director of third-party licensing, Neal Robison. "For PC-oriented developers, there's the Windows CE environment." What does this mean for gamers? Well... all those PC developers who make really smart games, but don't like working on consoles are more likely to port games across with added extras for the Dreamcast.

Modem

The 56k modem is vitally important to the success of the machine and is part of the central hub of Sega's strategy for the next few years. Pretty much everything will eventually have some kind of online element...and things do tend to crop up in unusual places.

Little Grey Triangle

On a Japanese machine it's clear. On a U.S. machine it's grey. That's the only way to tell where the machine is from. In Europe the DC swirl is blue...but that won't bother you as European machines use that godawful PAL standard that runs at a slower refresh rate. Beware of buying a foreign machine if you just want to play domestic games. The country lock-out code in each box makes it tough to play games from different regions and is a real pain in the ass for people who can't be bothered with the technical jiggery-pokery involved.

GD-ROM Drive

Push the open button, the lid pops up and you have... a little round thing and lots of grey plastic that make the innards of the Dreamcast look very much like any other CD drive. Unusually though, thanks to the way the DC's discs are formatted, GDs are able to store a full gigabyte of code which compares very favorably with the 650MB you normally find on a PC CD or PlayStation disc. The expanded format discs mean that more game code can be shipped on one disc...and it also means that the discs are harder for pirates to rip off.

PowerVR 2DC

The graphics processor is based around the latest generation of PC 3D graphics accelerator developed by NEC and Videologic. Capable of generating 3.5 to 4 million polys a second with all manner of fancy effects, in short it's about 10 times more powerful than what you'd find in a PlayStation. What does this mean for the games though? Well... you can expect more detailed environments in glorious hi-res with lots of fancy lighting and groovy textures. You'll never be able to look at a PlayStation game the same way again...

Hitachi SH4 Processor

The "guts" of the Dreamcast is a 200MHz processor that is equipped with four floating point multipliers. Buh? It can do math much faster than you can - which means that it can help the Power VR 2DC do its job, while also doing really fancy things like calculating artificial intelligence or keeping track of zillions of objects.

16MB of Main RAM plus 8MB of Video RAM plus 2MB of Sound Memory

More RAM = more code = more space for the game programmers to spread out and make their games better. All that extra space should mean fabulous AI, glorious level design and touches like groovy facial animations. Console game designers finally have the space their PC counterparts have been loving for years. Still...if we get a version of Superman, all the RAM in the world ain't going to help that baby. More memory doesn't automatically mean the games are going to be good. The developers still need to be good game designers.

Yamaha Audio Engine

Groovy sound chip that features a 32-Bit RISC chip for processing the 64 channels of PCM and ADPCM sound. In English? It can do some fabulous sounds and play really good-sounding music without having to stream off the CD - it can process stuff in real time.

Variable Speed Fan

All the Dreamcast goodies are highly advanced bits of technology and can get very hot. The fan is there to keep them cool...and provide a slight humming sound to accompany your gaming experience. Unusual at first, but you'll get used to it—and it'll stop your Dreamcast from burning down your house.

High-Bandwidth Expansion Slot

This is where the modem plugs in...but the port itself is another high-bandwidth slot that allows data to move screamingly fast. Thanks to this we can expect goodies such as cable modems, ISDN connections, DSL modems and even Ethernet boxes to plug in here. This isn't speculation either. Sega told us that all of these boxes WILL happen...as connectivity is key to the success of the system. And this slot is key to, um, the key to the success of the system. Er...

Lithium Battery/128k RAM

Er... why? Very important thing, this. It powers the 128k of memory that sits aside from all the other memory in the system. It's here that the machine stores all of your personal information. It remembers your ISP details, log-on protocols, phone numbers for Internet connections, whether or not the Internet browser has parental lock activated or not, the name of your first girlfriend, how many times you've tried to check out Internet porn sites, how frequently you spank your monkey and what brand of deodorant you use.

Dreamcast Coast to Coast



Stanley Kalis Age: 31
Chicago, Ill.

Are yo[u] [D]reamcast [w]hen it's

[i]s [y]our [f]avorite? [W]

hop[e]. It's diffe[r]ent games you [c]

variety. The one thing that impr[e]

is that it's more [c]ompa[t]

[Y]ou [h]ave [a]ny [p]lans on getting [a] [V]

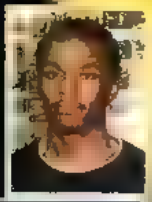
been online [y]et? [M]aybe and



[J]ason
Chicago, Ill.

[H]ow [d]o you feel about the Dreamcast's price?
[I] [t]hink [i]t should give us a trade-
[i]n [o]ptions, man. Well, some
[p]eople trade in PlayStation stuff for credit
[o]n Dreamcast. Yeah, but they'll rip you
[o]ff. It's your good, man.
[W]ould you trade any games you'd got for the system?
Not for $50. Power Stone for $50? Hell no.





Angel Gonzalez Age: 27
Union City, N.J.

Are you gonna be first in line to buy the U.S. version of the Dreamcast? Definitely.

Why? The rebirth of Sonic. Not only Sonic, but also the fact [C]apcom and Namco have jumped on to make games. [T]hese are two of my favorite companies right now.

Is there anything about Dreamcast you can't get with your other systems? The modem and Internet access for arcade and fighting games. I don't know if they'll be able to do it for fighting games, but definitely for home access, for all [t]hose [p]eople who don't have PCs and Internet access.

Kahleem Poole Age: 20
New York, N.Y.

Will you buy the Dreamcast? If they get a better controller. I wanna get the Dreamcast definitely, but they need to improve that joystick badly.

What do you like about the system? The graphics, how [m]uch memory it has, all the stuff it can do the PlayStation can't do at this time. They need Dreamcast-exclusive games for it. PlayStation has certain games like Metal Gear or Tekken, and so many games that make the PlayStation the PlayStation. They can come out wi[t]h thousand Anomi translations for the Dreamcast. I[f] [t]hey don't have a Dreamcast-exclusive game, then no [o]ne's gonna care—especially me.

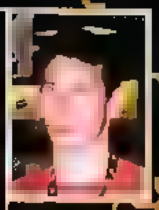
If you could buy just one game? Probably Street F[i]ghter when it comes out, whatever...Second Impact or [3] Strike, definitely Street Fighter III.

Mike Price
St. Petersburg, Fla.

Will you buy a Dreamcast? I'm thinking about importing one and [p]urchasing it once the U.S. version arrives.

What games will you get with the system? Sega NBA, House of the Dead 2 and probably Sonic. I wanna get Castlevania, Resident Evil, Virtua [C]op 2 and Tekken when they come out.

What interested you most about the system? A lot of things. I like the [c]ontroller. I'm not a big fan of fighting games on the [o]ther [c]onsoles, but OK. I like the fact that it comes with a [m]odem. I always wanted to get into Internet gaming, but it seemed complicated on the PC. The [V]MU sounds cool. I hope they [m]ake it for Ri[d]ge. I've been burned by Sega with the 32X and the Sega CD, but this time I think they learned from their mistakes.

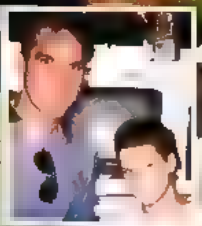


Steve and Ross Fairbairn (father and son)
Ages: 35 and 10 Gulfport, Fla.

Will you be getting a Dreamcast? Yeah, we want one for [s]ure, probably [t]he first day.

What games will you buy with the system? Mortal Kombat and Sonic.

What do you like most about the system? The price. I wish it was a little lower. That's my gripe with Nintendo. The games are so expensive. I would buy a game for $30 and not really think about it. But when the games cost $6[0] I kinda hate that.




John Lee Age: 29
San Francisco, Calif.
Are you going to buy a D
Why not? I was burned b
which didn't get enou
Do you like anything
like Soul Calibur.
Oshima Age: 18
buy a Dreamcast? No
? I like the PlayStation just fine.
What don't you like about the system? I think it
doesn't
than the PS or
David B. Age:
Santa Monica, Calif.
going to buy a
record
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What features impress you the most? It h
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Hutchinson Age:
a, Calif.
buy a Sega Dreamcast?
game
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up the
Logan
Houston, Texas
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buy a Dreamcast? Or
Do you think it will sell well?
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all the g
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give
Sega a run for its
think it'll do
PlayStation
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Houston, T
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have already pre
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y.
How do you think it'll fare a
the cu
game
systems? I think the PlayS
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hit games like Final Fantasy VI
stu
like that, but I
think the Dreamcast will be so
werfu
ill drown the
PlayStation. The Nintendo 64,
ean,
don't have
enough hit games out for lik
ople
13 and up, and I
think Nintendo is gonna die.
How do you think Dreamcast will co
to Sony's and
Nintendo's next systems? PlayStat
is going to be an
amazing system. Hardware-wise, it should be potentially
better, but the human eye and TVs nowadays can't really
tell the difference between what looks
I think it
will be up to third parties, how
ood the software is, how
ood the
in the games, gameplay, overall
performance of the game, not the appearance of th
ame.

5 Launch Games You Must Buy

When the Dreamcast launched in Japan last year, gamers only had four titles to choose from, and one involved athletic penguins. We won't have that problem on Sept. 9. As of press time, 24 games—four from Sega, the rest from third parties—will launch with the system (although a few of these titles may slip to a later date). Without a doubt, the Dreamcast's launch lineup is the most enormous and spectacular collection of games to ever grace a system from day one.

But once you've bought the Dreamcast, a VMU, a spare joypad and a few peripherals, you're not gonna have nearly enough bean left to blow on all the launch games, unless you're independently wealthy or willing to squander the college fund. So, which games should you get?

Let us put together your shopping list. The following five games are more than just great—they're reason enough to own a Dreamcast. And don't fret if you can't afford all five on the first day. Any one of 'em packs more than enough fun to keep you in Dreamcast bliss for weeks. Note that our must-buy five are more suited to the average, Joe-gamer crowd. If you're hardcore, you may wanna sub Marvel vs. Capcom for Ready 2 Rumble. Speed freaks craving a racer would do well to pick up Hydro Thunder. You get the idea.

Above all, keep in mind that—unlike with the leaner launch lineups of the past—you don't have to be thrifty here. Spend every penny you got on Sept. 9. Call in sick for work the next day and play Dreamcast games until your eyes bleed.

1. Soul Calibur

Namco

What's the skinny? Here are two things you should know about Soul Calibur: it's the sequel to the 1996 sleeper Soul Edge, and it's Namco's triumphant return to a Sega console. While Namco built a sturdy reputation for their faithful arcade-to-home conversions on the PlayStation, expect the Dreamcast version of Soul Calibur to exceed beyond even its arcade counterpart. There are 10 base characters in the game, with an additional seven secret fighters you can unlock. The game itself has more moves than you'd care to keep track of and arguably the deepest fighting engine ever conceived.

Why it's a must-buy: If you're even remotely into fighting games, buy this sucker one second after you plop down the green for a Dreamcast. In fact, buy Soul Calibur just so you can wave this beautiful, high resolution visual feast in front of all Dreamcast non-believers.

For a first generation title, the graphics in Soul Calibur are astounding. Namco continues to outdo itself and one look at Soul Calibur will show you why. For the Dreamcast version, Namco completely rebuilt each character from the ground up to properly take advantage of the Dreamcast's extra horsepower. Other added details include an integrated torso and hip skeletal system so every bit of animation adheres to a strict guideline of realism. Plus, they've given each character an articulating jaw so they'll be able to display a wide range of facial emotions. Other major upgrades include full 3D versions of all 19 arenas (as opposed to the 2.5D arcade stages). All this eye-candy is within the context of Soul Calibur's immensely deep and rewarding gameplay. Not only can characters change weapon stances, they are also given the freedom to move about in true 3D on each arena. Positioning your fighter has never been more important. With Soul Calibur on the Dreamcast, what you see is what you get. And in this case, you get a whole lot.



2. Sonic Adventure

Sega

What's the skinny? The Japanese gaming press gushed so much praise on Sonic Adventure we figure a few copies got sticky. And, yes, the Japanese version is a fine game and an amazing showpiece for the Dreamcast's power. But Sonic's blurring return was anything but flawless. Awkward camera angles, collision snafus and other glitches popped up frequently, adding a thin layer of frustration to an otherwise spectacular game.

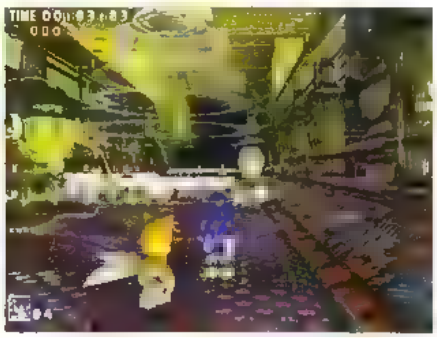
But here's the good news: In the year since Sonic Adventure hit Japan, 12 members of Sonic Team flew to the States and spent three months squashing the game's most gripeworthy bugs. "They had one guy who for a month and a half was tweaking cameras," Sega product analyst Dennis Lee told us. "That was his only mission. I think he was getting pretty sick of it by the time he was done."

The tweaking paid off. Lee told us all the camera and collision problems have been purged from the U.S. version, and the game even packs a few new perks. "The Sonic Team didn't have a whole lot of extra space on the GD, because it was packed full," he said, "but they went in and tried to add whatever they could. They added in some ambient voice files [such as a P.A. system in the train station]. All the characters have standby wait animations for each section they're in."

The Sonic Team also stuck in a screen that shows how many Sonic Emblems you've collected. New VMU games—which you'll be able to download from Sega's site are in the works, too. You'll also be pleased to know Sonic's voice isn't nearly as annoying this time around, and Sega is even negotiating with a major star to provide the voice for another character in the game. Sega's still tight-lipped about the star's identity, but we know it's not James Earl Jones, Casey Kasem or anyone in the cast of *Friends*.

Why it's a must-buy: We've waited too long for a proper 3D Sonic game, but Sonic Adventure proves that patience can pay off. More than just a great-looking game, this sucker is crammed with wicked level design and a cast of slick critters to control. (But then you already knew that if you've rented a Dreamcast from Hollywood Video). Oh, and did we mention it's fast?





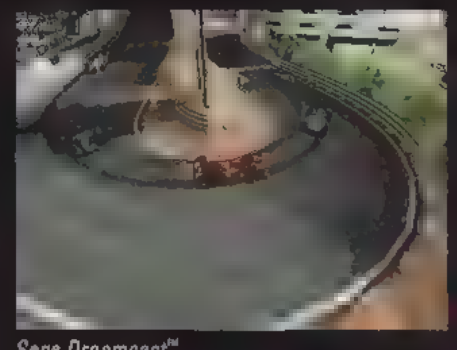

HARD TO BELIEVE WHAT A LITTLE
TO A NICE CAR.
EVERYONE
E
CONTENT RATED BY ESRB
PlayStation
Sega Dreamcast
Ubi Soft
ENTERTAINMENT
NINTENDO
64
AUTOMOBILE CLUB DE MONACO
MONACO

RAIN CAN DO





PlayStation® game console



Sega Dreamcast™



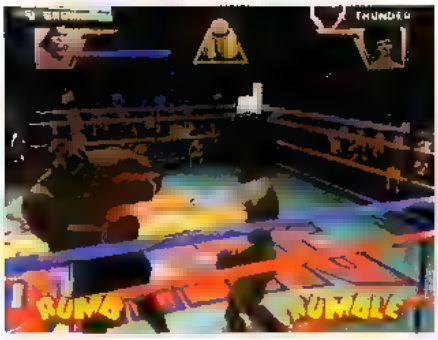
Nintendo® 64

Monaco Grand Prix™ is the most challenging racing simulation ever created. 22 expert racers compete on 16 famous, international tracks. The advanced driving engine redefines the meaning of expert racing. Every turn, pass, and acceleration must be timed to perfection. This is not a toy. Blow it and your car is shrapnel. Bred for the Pentium® II, tuned for the PlayStation® game console, the Nintendo® 64 and Sega Dreamcast.™ Go ahead, play in the rain.

"...ultra-detailed racing animal"
- EGM

GRAND PRIX™





3. Ready 2 Rumble

What's the skinny? In the same way Midway has revamped how we look at basketball and football with NBA Showtime and NFL Blitz, it has given boxing a shot in the arm. Ready 2 Rumble breaks the mold of most boxing sims and runs strictly on adrenaline. The game delivers incredibly fluid controls that alone are reason enough to take notice, but R2R goes much further by delivering eye-popping graphics. The game's pugilists and there are many look fantastic and animate smoothly, with detailed facial expressions that'll both amuse and impress you. Even with the well-animated fighters, a detailed ring and large audience backgrounds, the frame-rate is a silky 60 frames per second. It really can't be stressed enough how well the game plays, considering there has never been a boxing title that has unanimously won acclaim for its control. Put simply, Ready 2 Rumble is exactly what Dreamcast needs at launch: a game that plays as good as it looks.

Why it's a must-buy: Anyone into having fun will like Ready 2 Rumble. The action is quick and the punches look brutal, but the tone of the game is surprisingly light. The characters all have, well, character, with personality to spare. There are both PlayStation and N64 versions of Ready 2 Rumble, but the DC version makes them look like crap, which is sure to please early adopters. Single play is great, but the game becomes the true centerpiece for your DC when you go at it against a friend. The first three months of releases are heavy on fighting games, but R2R stands out like nothing else. It'll make you the envy of the neighborhood.



4. NFL 2K

What's the skinny? You've already heard all the facts and figures behind Sega's NFL 2K. You know each player is made of 1,500 polygons. You know the game packs more than 1,600 motion-captured animations. You know all 31 NFL stadiums will be modeled in the game, and actual NFL data determines the level of crowd attendance.

But just in case you need extra proof that NFL 2K will be the most detailed and stunning console football game ever, hear this: "We have one guy whose whole job is to make videotapes for us," said Gregory Thomas, president of NFL 2K developer Visual Concepts and Sega's vice president of product development. "He has six or eight VCRs in his office, and we recorded all the NFL games from the last two years. We have this huge library of 200 to 300 tapes. So we go to the guy and say we need a screen-pass tape, and he goes and makes us a four-minute tape of screen passes in the NFL so we can get them just right."

"It's just so essential that we get all this right."

—Gregory Thomas, president of Visual Concepts

Thomas explained that the videotapes also help his artists model the look of real NFL jocks with nearly 100 percent accuracy. The team watched closeups of all the league's players to find out just how many glare guards are in the NFL. "We have 18 different glare guards in our game," Thomas said. "And it's just so essential that we get all this right. That's why we have this guy who makes the tapes. It's a simple job, but it's a critical, critical job. I don't even let him go home anymore."

Why it's a must-buy: Besides its attention to detail and pristine visuals, NFL 2K is also an incredibly responsive football title packed with wicked AI. "In this game," Thomas said, "you'll see players running out of bounds to stop the clock, which you don't see in other console football games. You'll see the spiked ball... You'll see the no huddle and time-outs used properly by the AI."

Prepping NFL 2K as a launch title is sheer genius on Sega's part. Frat jocks everywhere will buy it. Any gamer who grows misty-eyed at Sega Sports glory days will buy it on day one.

5. House of the Dead 2

What's the skinny? The sequel to the hit zombie shooter not only looked great but was also one of the first arcade titles to run on the Naomi board, the arcade counterpart to the Dreamcast. This allowed for a flawless home conversion and gave Japanese gamers the first real taste of the power of the Dreamcast. Almost all the levels (or chapters) in HotD2 have branching paths that add crucial replay value, and unlike past Sega arcade ports, there are a number of mini-games exclusive to the home version. The standard Arcade Mode is joined by the Dreamcast Mode, which gives you power-ups that range from useful weapons such as the machine gun to highly bizarre items like the fishing lure from Get Bass. The game supports two-player simultaneous action and can be played with a control pad or a compatible light gun, which several third parties will have available at launch.

Why it's a must-buy: House of the Dead 2 will be the first light-gun compatible game for the Dreamcast, making it a natural choice for shooting fans. The graphics will wow your friends, making HotD2 a good showcase title, and there are enough extras to keep you playing long after you have completed the normal game. The level of difficulty is a bit steep so you might want to stay away if you're easily frustrated. Although the baddies are all undead, they still gush green ooze (or red in the U.S. version—red blood if you open a cheat); the game ain't for the squeamish. Otherwise, there's really no reason anyone should stay away from this top-notch shooter.



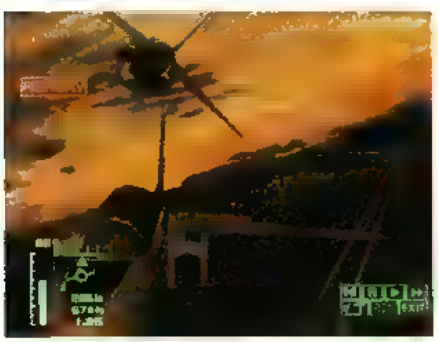
And The Rest...

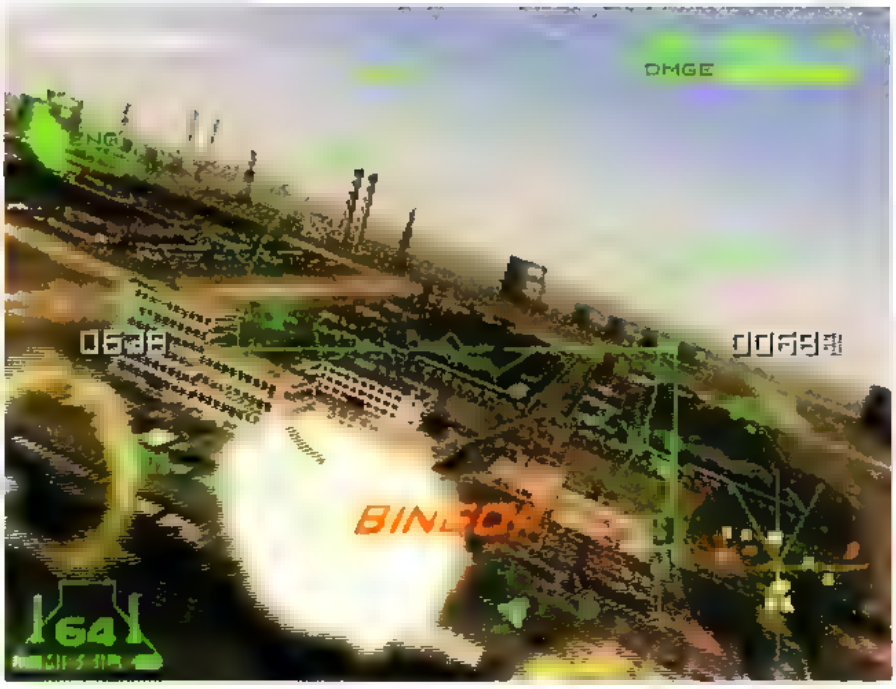
If nothing on our list of five must-buy games got your blood pumpin', fear not—you'll still have plenty of other stuff to choose from come Sept. 9. As of press time, the following 19 games are still confirmed as launch titles (and Power Stone may even ship early). Bear in mind SoA Prez Bernie Stolar said he'd be surprised to see all these games make the launch (Sega's official launch list only contains 19 titles). And we took The King of Fighters: Dream Match 1999 off the list because SNK has yet to confirm it as a launch game. Also note that if you imported a Dreamcast, you'll need to buy a U.S. system to play these games due to lockout protection in the hardware. But don't let these minor glitches cloud the big picture: The majority of these games will hit on day one and the majority of them won't be crap, making the Dreamcast's launch the most exciting system debut in gaming history.

AeroWings

Cr...

What's the skinny? Nintendo launched the Super NES and the N64 alongside PilotWings games, now, in a bit of .aunch-day déja vu, the Dreamcast wil share shel.f space with AeroWings, sort of a PilotWings 64 with war planes As a pilot in the Blue mpu.se airshow squadron, you'll go through 20 training missions that teach everything from barre rons to landings you can walk away from Master the basics and you'll earn access to the F-16, F-15 and other hidden ,ets. Another p.ay mode sends you through airborne obstacle courses



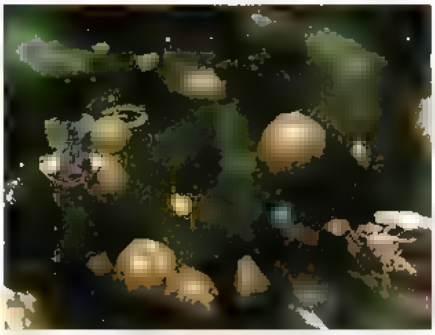


While the Japanese vers on let players fly with pals via the Net, this feature was removed from the American game Sega sti. hasn't sorted out all the Dreamcast's networking deta .s.
Will I like it? If you're a jet ock wannabe and the thought of fooling with flaps and tinkering with aerobrakes gets your rocks off, then AeroWings is your thing. But if your idea of airborne fun is less about prec sion flight and more about b.owing stuff up, invest in Konami's Air Force Delta instead

Air Force Delta

Kon...

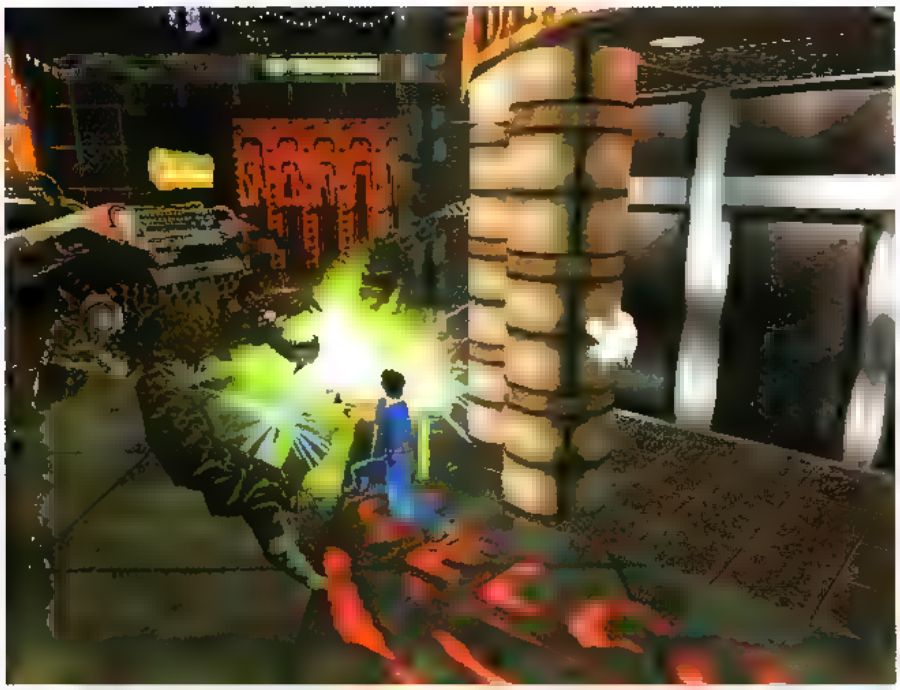
What's the skinny? t's a flight combat game in the sp rit of Namco's Ace Combat series. You get to choose from a wide se.ection of p.anes Jump into an old F5 Phantom, or something more up to date .ike an F22 Raptor Fly around, take out air and ground targets and wonder if you could've made it as a real fighter pilot
Will I like it? From what Konami has shown us so far, it does look nice. But air combat games always seem to get dummied down too much for consoles. Hopefu.y this won't suffer from being turned into a glor fied version of Afterburner From what we played it seems pretty simple, although you do get the option of choos'ng a more realistic flight model So far it's looking good, another game you'll probab y wait to buy, or maybe rent.



Armada

M...

What's the skinny? Don't let Armada's just-another-shooter look fool ya' Kinda like a think ng-man's Asteroids, it's a surprisingly deep game w th strong multip.ayer options and RPG elements (you'll earn .eadership abilit es and new techno ogies after completing missions). Up to four players can battle cooperat've y through varied mission-based stages, while AI drones fi in during single-player games. You can even store your custom-crafted ships and trade them with others via the VMU.
Will I like it? Although we haven't had much trigger time with Armada, we really like the nove. gamep.ay deas at work here And its four-p ayer mode is crucial, considering the lack of multiplayer options in most Dreamcast launch games Can you say "sleeper hit"?



Blue Stinger

Action

What's the skinny? This Resident Evil-style 3D adventure from Japan gets a slight makeover from U.S. publisher Activision in order to iron out some of its weird little problems. There's a new camera system that makes things easier to look at, the speech has been properly synced with the facial animations and the bosses have been jazzed up, making them more of a challenge. It's got the typical adventure games stuff—you run around, blow stuff up, solve puzzles.
Will I like it? It's the only game like this at launch, and deep down it's pretty good. The Japanese version was plagued by stupid problems that now look to be sorted out. Not a must-buy—but maybe a secondary purchase.



CART Racing

Sim

What's the skinny? In Japan, this racing sim took some heat for its lack of challenge, so Sega of America is cranking up the difficulty a bit for the U.S. version. For starters, opposing cars drive faster and can pull ahead of you if you're not drafting well. They also try to block your path, unlike in the Japanese version, whose seemingly courteous opponents would just get out of your way. Off-track terrain will also affect your performance now, making spin outs more likely.
Will I like it? Visually, CART Racing looks pretty simple and is devoid of eye-candy. It is easy to pick up and play, and CART gearheads will have few complaints, but there certainly are more exciting racing games available at launch.

Hydro Thunder

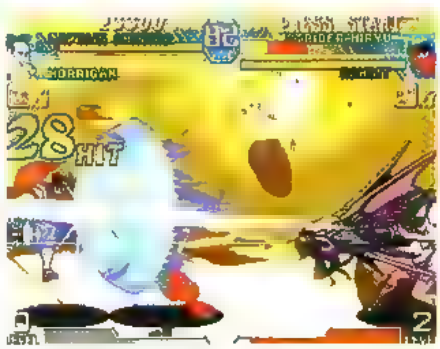
What's the skinny? Midway's release of Hydro Thunder in arcades earlier this year put a shot of adrenaline into the neglected genre of boat racing games. All the excitement of the arcade (minus the rumbling seat and throttle) is headed to Dreamcast in what will be the best version of the game available at home. You get 11 different courses and 13 high performance boats (four of which are secret) with which to race. In addition to the standard time attack and tournament races, two players can go head-to-head via a split-screen mode.
Will I like it? If you like a more "arcade" style of racing game and aren't afraid of getting your feet wet, Hydro Thunder's for you. There's no online play and little new has been added (a bit of a disappointment), but if you love the arcade game, the DC version's got everything where it counts.

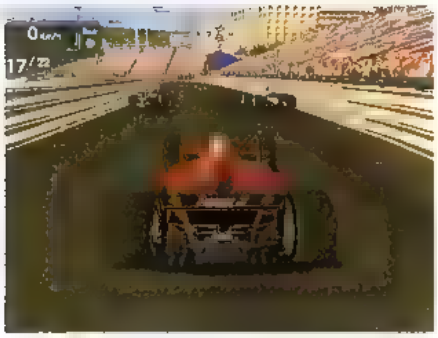


Marvel vs. Capcom

Capcom

What's the skinny? Surely a killer app for any hardcore gamer, Marvel vs. Capcom is the most frenetic 2D punch-parade yet. This coin-op translation is so perfect, you'd swear the DC housed a CPS-II board in its innards. There's practically no loading time, so you'll be transported into Marvel vs. Capcom's superspeed tag team fighting action as fast as you can push the buttons. You get the most awesome collection of fighters yet (Rockman, Captain Commando, Strider, Venom, etc.), and not only can you pick two characters for combat, you can also select a "special partner" for a limited amount of super-attacks.
Will I like it? Hell yeah! If you're not tired of these kinds of games by now, you'll never get tired. The ultimate definition of a "twitch game," Marvel vs. Capcom is the most fun you can have for 50 bucks. If you have even the most remote inclination to play these games, buy this immediately!





Monaco Grand Prix

What's the skinny? This F1 sim has seen duty on the N64, PlayStation, PC and now the Dreamcast. In fact, this puppy is quite similar to the PC edition released about six months ago. That game got mad props, so porting it to the DC is actually not a bad move. The problem? It gets a bad rap for its lack of an adequate F1 license. Beyond Monaco, all the tracks, drivers and cars look similar but not exactly like their real-life counterparts. Get over it—it's still a good F1 sim. And it's the prettiest F1 game on the consoles. Fifteen customizable cars, 16 tracks and a killer Retro Mode round out a healthy game package.
Will I like it? This is tricky because most F1 fans are drawn to the rigidly realistic feel of that genre. While Monaco Grand Prix looks fine, plays fine and offers a lot of cool stuff, it's handicapped by the license thing. If you don't mind that, it's a good casual racer to whet your appetite for the landslide of F1 sims sure to follow.

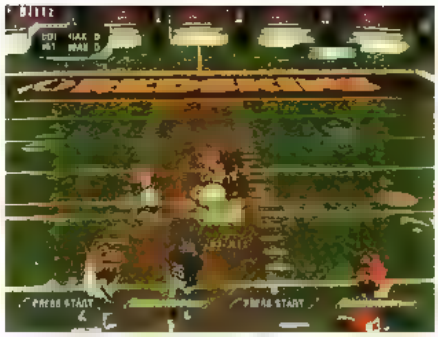
MK Gold

What's the skinny? The prolific Eurocom Entertainment Software has taken on the task of porting the arcade version of MK4 to the DC, as they did for the PS, N64 and PC. But instead of having to scale down the graphics and eliminate features, Eurocom can deliver everything the arcade version had to offer and more, thanks to the power of the Dreamcast. According to Eurocom, MK Gold on the DC is running at a higher resolution than the arcade, and high colored textures are being used on characters and environments. It also runs at 60 frames per second. Character-wise, some old favorites return: Cyrax, Mileena, Kitana, Kung Lao and Baraka, among new characters. And finally, while the Eurocom team works on actually creating the game, the Midway MK4 arcade development team is hard at work scripting and rendering full-motion cinematics for the new characters' endings.
Will I like it? Well, most people either loathe Mortal Kombat or love it. But this version looks so impressive even MK haters may give it a go.



NFL Blitz 2000

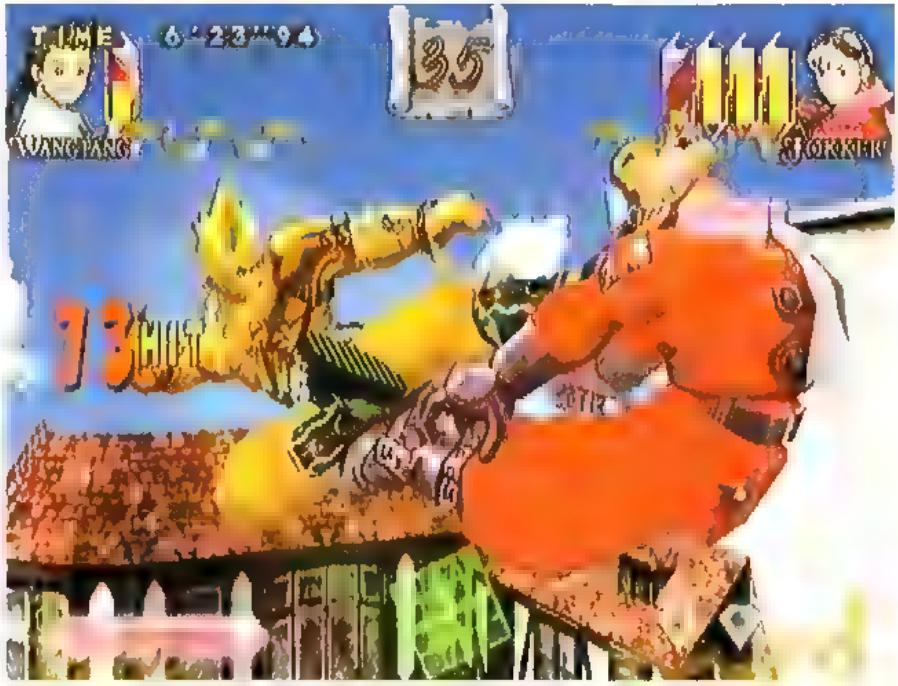
What's the skinny? The original Blitz blasted onto the scene and quickly set the standard for extreme football in both graphics and tight gameplay. Blitz 99 added new features, voices and animation and the ability to play with four players. Blitz 2000 is a revamped version of Blitz 99 tailored specifically for the Dreamcast. Expect the exact (perhaps slightly better) graphics from the arcade version of Blitz 99.
Will I like it? Even if you don't like or even understand the rules of football, you'll probably like Blitz 2000. Every play and tackle is extremely exaggerated, driven by fast, arcade-style gameplay. A fantastic multiplier



game for you and three of your buddies, but not as worthwhile by yourself, Blitz is the twitch-fest alternative to the headier NFL 2K.

Power Stone

What's the skinny? Capcom revolutionized the fighting genre with the Street Fighter series, and it has set out to shake up the establishment once again with Power Stone. For starters, the game has no method of blocking attacks. Instead, the emphasis here is on running away from or dodging as well as aggressive counterattacks. The three-button control scheme is both simple and elegant with only Punch, Kick and Jump buttons. There are no complex joystick patterns to memorize for special moves either. All extra attacks are accomplished by holding down two or more buttons. You can also interact with your environment by picking up boxes, climbing



ceilings or bouncing off walls.
Will I like it? It may take hardcore fans time to adjust, but Power Stone is a flashy, frenetic fighter that's great for novices and challenging for experts. Just don't expect the nearly limitless replay value of the Street Fighter games.

Rainbow Six

Mat[illegible]

What's the skinny? Although it's a little up in the air as to whether Rainbow Six will make the launch, the game's certain to be in that three month "launch window" period. A snazzed-up conversion of the phenomenally successful PC game, Rainbow Six combines 3D military action with strategy and planning. You control the eponymous elite squad from Tom Clancy's novel as they beat up terrorists and save the world. Rescue hostages from besieged embassies or sneak into enemy compounds and blow 'em up. It's all the stuff that we used to see on the news when they were allowed to show us this kind of thing.
Will I like it? The mix of strategy and action seems awkward at first, but on the PC it was an incredibly rewarding experience. Marking waypoints on a map for the teams and looking at intelligence materials makes the whole thing super-immersive. If you just want blasting though, look into one of the more action-oriented shooters first.

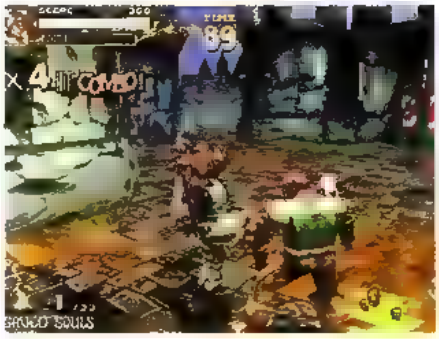


Slave Zero

Infogrames

What's the skinny? Guide a nimble 60-foot robot through a congested urban sprawl 500 years in the future in this highly stylized PC port. Slave Zero will also be the Dreamcast's first online multiplayer game, although you can't access that feature until Sega tweaks its Dreamcast Network for multiplayer gaming. Infogrames is planning to include a four-player Splitscreen Mode to tide gamers over in the meantime. Also note that of all the launch games listed here, Slave Zero has the greatest chance of slipping to a later release date.
Will I like it? What we have here is a pretty straightforward action game—but it sure looks nice. Anime fans will surely dig its future-cool cityscapes and 'bots.





Soul Fighter

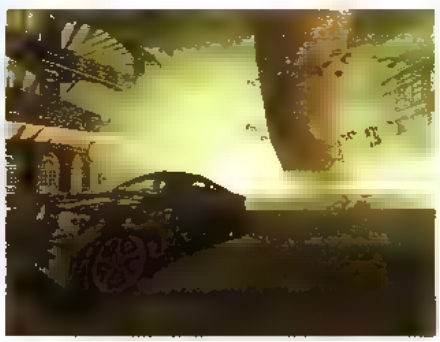
Piggyback [illegible] announced

What's the skinny? Think of Fighting Force on the PlayStation except MUCH nicer-looking—and hopefully more fun. It's essentially a classic side-scrolling beat-'em-up like Golden Axe, beefed up with 3D graphics and a first-person mode. You won't find any sprites in here—only detailed polys and textures, fancy environmental effects, motion-captured animation and an impressive frame-rate. You get about 60 levels, some with multiple pathways. As you might expect from a medieval game of this type, you'll choose from three standard medieval characters: a warrior, a sexy female and a scrawny wizard.
Will I like it? The game sounds a bit hokey, but it looks really nice. And if the information we've been getting from European publisher Piggyback Entertainment is accurate, Soul Fighter should be an impressive experience. Still, it'd be nice to have a game with a little more meat to it than just a straightforward hack-'n-slash.

Speed Devils

Ubi Soft

What's the skinny? Hot rods and wacky muscle cars race around gorgeous-looking tracks at silky smooth frame rates. There are tons of secret areas and bonus bits to look for, and in many ways it has a lot in common with EA's excellent N64 racer,



Beetle Adventure Racing
Will I like it? Most likely. It's far from being all flash and no substance. What we've played of it so far shows that it's a challenging game, and all the secret stuff means that you won't get too bored of it.



Tokyo Xtreme Racing

Cr...

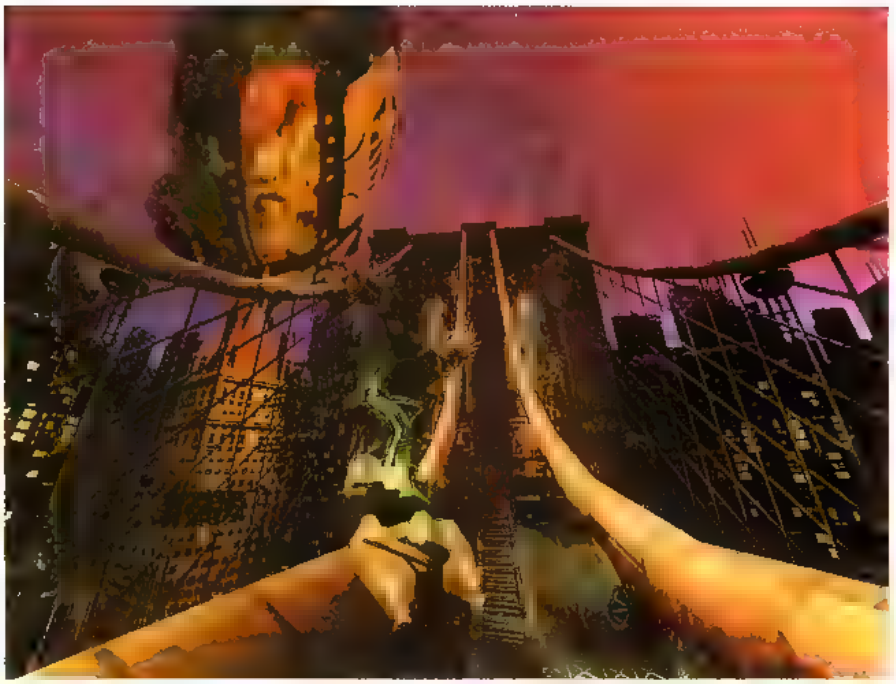
What's the skinny? Race through Tokyo in a variety of different cars that range from the crappy to the luxury of a big Lexus before finally getting your hands on a screaming fast NSX, RX-7 or 300ZX. Chase through the streets avoiding traffic while trying to keep in front of your rival—it's as simple as that. Graphics are a mixed bag, and this game definitely looks like one of those rushed Japanese jobs.
Will I like it? It's OK. No one here at *EGM* was really that enamored with it, although the Milkman seemed to be getting into it when he sat down for a few hours. Racing aficionados will probably want to get their racing fix elsewhere. Sega Rally 2 is only a couple of months away, after all.

TNN Motorsports HardCore Heat

As...

What's the skinny? It's billed as the sequel to ASC Games' mediocre 1996 PlayStation title HardCore 4x4, a game down with four-wheel drive physics but short on excitement. Fact is,





HardCore Heat already made its debut in Japan as Buggy Heat, but apparently the cars jumped around and slid too wildly for ASC's standards. A few tweaks to the physics engine and presto—it's ready for American action. The game features eight rugged machines fully adorned with pretty decals and bright paint jobs. Take 'em on six international tracks spread over snow, mountains, deserts and hard packed dirt. Running at a smooth 60 frames per second, the game will provide plenty of racing thrills. Head-to-head and VMU capabilities are a sure thing.
Will I like it? It's a no brainer if you're into the wild and unpredictable 4x4 physics of a rally truck or a dune buggy. Fans of 989's Rally Cross will also want to take a look.



TrickStyle

Acc...

What's the skinny? Think extreme snowboarding mixed with a large portion of normal skateboarding and a sprinkling of Extreme G and you have a good idea of what this is like. It's set in the future, has "rad" dudes and chicks scooting around on hoverboards and it packs spectacular effects. Like many of the recent boarding games, tricks play a major part in the proceedings, and in the case of TrickStyle you learn new ways of showing off as you progress through numerous challenges. It's not all about racing—sometimes you have to pull off a certain performance in a set time, while later you'



have to get air to achieve objectives.
Will I like it? It's an interesting spin on the whole boarding genre, and the gameplay offers enough variety without dipping into the spectacularly dull territory that so many other games of this type have managed to on the PlayStation and the N64.

Dreamcast **Online**



We have good news and bad news about the Dreamcast's online capabilities.

The good news: Sega's Dreamcast Network will be up and running on launch day. You'll be able to slip the packed-in Dreamcast Passport GD-ROM into your Dreamcast, plug a phone line into the modem, and leap online with no fuss, right after you complete a simple menu sequence and sign up for the service. You'll have immediate access to Sega's custom network, which offers content designed specifically for the system's browser. Here you'll find gaming and lifestyle news, hints, cheats, chat, etc., not to mention access to e-mail. Sonic Adventure and a few other games will link up, as well, allowing you to download VMU games and other freebies. Far from limited to Sega's network, you'll also have access to the World Wide Web. Your joypad will act as a mouse for the point-and-click browser, and you can call up an on-screen keyboard to punch in Web addresses and write e-mails (or you could just buy the optional keyboard).

Sega hasn't announced a monthly price for its online service, but we're told it will be low and users can choose from several pricing options, or even opt to use their existing Internet service provider.

Now, the bad news. Don't plan on playing any online multiplayer games on Sept. 9. Developers didn't know until April that the modem would be packed with the system, so they didn't have time to tune their launch games for network play. And in any case, Sega's Dreamcast Network won't have all the components in place for multiplayer gaming on launch day. "When you're negotiating with major Fortune 500 companies as we are," Stolar said, "when it comes to building the network and who are the right partners and so on, it takes a lot of time, and it's taken us longer than we thought it would."

When quizzed on who these Fortune 500 partners might be, Sega offered hints but not names. We have confirmed that Sega is deep

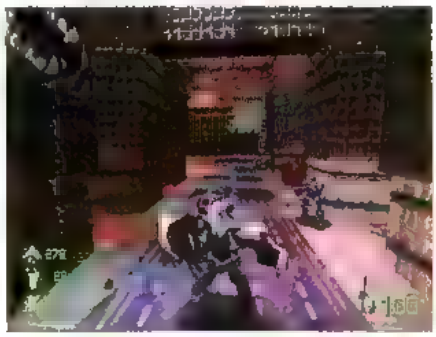


Sega's Dreamcast Network will dish out content you won't find anywhere else on the Web.

in negotiations with telecommunications giant AT&T to provide the network infrastructure for Dreamcast—a fact Sega does not deny. "The network we're using is being provided by the largest network infrastructure in the States," Charles Bellfield, Sega's director of marketing communications, told us. "They have access to great optical networks. The infrastructure is beyond question. There will be no problems on dial-up access. There will be no problems on security. There will be no problems on latency issues. The network is being designed specifically with online gaming in mind. You're talking broad bandwidth. You're talking video streaming."

Sounds great, but when are we gonna play games on this thing? The first big multiplayer push will come when Sega Rally 2 hits by the end of the year. At the same time, launch title Slave Zero will be able to hook online, and PC





By the end of the year, you'll play Sega Rally 2 and Slave Zero against online opponents.

port Baldur's Gate and Star Trek: New Worlds should launch soon after that. The first really ambitious Dreamcast network game, however, is next year's sci-fi RPG Frontier from Turbine, which promises to mingle hundreds of players in a 500-square-mile future world. Release dates for all these titles will remain sketchy while Sega puts the pieces of its network together. "We would expect that by the summer of next year," Bellfield said, "you'll start to see network features really being core to all the titles going forward."

Sega is keeping mostly mum on what these features might be. We've been told that Sega Sports will evolve to be more online than off. We've been told to expect a lot more than the same 'ol online features found in PC games. "I expect to see a lot of innovation in multiplayer gaming from the console developers," Neil Robison, Sega's director of developer support, said, "so we don't only have first person shooter or real time strategy games, so that we start to see other expansion into gaming."

But if all goes according to Sega's plan, it's not just the games that will change—it's the gamers. "In the next 12 months, Dreamcast will evolve much more to a network environment rather than a stand alone system," Bellfield said. "It's not about you and a machine anymore. It's about you competing against your friends, your enemies. It's about you competing against people in the U.K. or in Japan, all at the same time. And that's what the Dreamcast experience will be as we go forward."

Dreamcast-ing Couch

Photography by Michael Sexton





Next month the Review Crew will be able to bring you full reviews of pretty much all the launch games. This month, due to time constraints, and the unusual dynamics of magazine publishing (we're writing this in early July; you're probably reading it in mid-August) we've simply been able to spend a little time with each game—some of which aren't complete yet—to give you an idea of what to buy. Locked in the *EGM* games room with nothing but beer, healthy fare from the local California Pizza Kitchen, and cigarettes for Che, our editors and art directors endeavored to record their feelings as they blasted through the games we feel you'll likely take an interest in.

Sonic Adventure

Ahh, Sonic's back. After a bit of a weird start in Japan, Sega of America has tweaked, massaged and put the blue spiky dude through some intensive therapy.

Chris Johnston (Review Crew): Good god! I'm gonna be sick this game's so fast.

Crispin Boyer (Review Crew): I know what you mean. I'm just gonna stare at the floor for a while. Let me know when it's my turn to play.

Andrew Burwell (Art Director): The graphics are great! Who cares if you're throwing up playing this game. It looks incredible.

John Davison (Head Honcho): Anyone who had problems with the Japanese version and just dismissed it should take another look. Knowing what's going on kinda helps too. I guess that's a problem with people obsessing on import games.

Shawn Smith (Review Crew): That's exactly why I've never bothered importing stuff. I don't want to just play a game to play it— I want to experience it.

John: (Affects silly voice) Yeah, man...

Jim Cordano (Art Director): I'm looking forward to this, and Ecco, to make me fall in love with Sega all over again.

Che Chou (Review Crew): So far, I haven't seen any of the camera problems that people bitched about with the import. But I was a freak. I thought the Japanese version was just fine. Hey go and mix it up with some of the Chao things...

Soul Calibur

Moving on, we take in what is arguably the finest fighting game ever created. It's taken a while for us to warm to the strategies of playing it but there's no denying the graphics are amazing...

Crispin: Which do you guys like better? Soul Calibur or Tekken 3?

Chris: Graphically, there's no comparison. This is better. But we're talking about Dreamcast versus System 11, and there's an obvious step up in quality there.

Dan "Shoe" Hsu (Review Crew): This looks sooooo much better than the arcade version... and that one looked just fine to begin with! The more I play this, the more I'm liking it better than Tekken 3.

Che: I like this better because I'm better than all y'alls. Who's next?

John: But Che...all you do is kick people until you win with a ring-out. That's not skill, that's cheap. I'm next...try to beat me properly. Like a man. C'mon. Me and Mitsurugi are gonna take ya.

Che: Whine as you may, I still win. What do you guys think about the extra modes? We need a ba.. mode!

Chris: With all the work Namco's done in cleaning up the graphics on this one, who has time to put in a ball mode?

Crispin: They can put in whatever they want, as long as they don't mess with Sophita's face-sitting moves. I still feel like there's a lot more to figure out about this game. It's so deep.

John: You always play as a chick in fighting games, Cris. You trying to tell us something?

Shoe: He's trying to tell us he's a woman trapped in a man's body.

Crispin: I like my fighting games like I like my porn: women only.

Ready 2 Rumble

The Soul Calibur session took a lot longer to work through...but after some pizzas with far-out toppings and a couple of Tequizas everyone's of the opinion that we've still got some fight left in us...so the other DC fighting killer-app is pulled out.

Crispin: Man, the animation is unbelievable. Even Michael Buffer's twitchy face is cool, in a creepy kinda way.

Chris: Looks so real yet exaggerated...the whole game's creepy. It's like you're boxing Weird Al from the "Fat" video.

John: It's got the same quality as the Tekken games in that you can really tell how hard these guys are thumping each other. I didn't think boxing games could be this good... all of

> **"Who cares if you're throwing up playing this game. It looks incredible."**
>
> **—Art Director Andrew Burwell**



the ones on N64 and PlayStation have sucked big time
Shawn: You know, as good as it looks and how fun it seems, I'm just not getting into it so far It seems like it's going to get old fast
Jim: I only wish their heads would unhinge and separate from their shoulders like Rock'em Sock'em Robots.
Shoe: I agree It's a lot of fun to beg n with, but I dunno if I'll be playing this a year from now
Che: Shoe, you won't be playing a lot of games a year from now. I like this just because it reminds me of old-school Ring King on the NES. It's also the first boxing game with a character from Taiwan. I'm down with that.
Shoe: s that a threat?



Crispin: Ring King? Wasn't that the game we showed in Letters a couple months ago that had the dude getting his knob polished by the ring boy?
Shawn: Ring boy? He's more man than you'll ever be.
Che: Can you think of a boxing game that's even remotely as fun as this? Yeah yeah, Punch Out, but how long ago was that?
Shawn: Super Punch-Out was good, too Th s does have that sort of fee. It's always fun controlling big fat asses though Or beating up big fat asses.
Cyril: Totally reminds me of a 3D Punch-Out. One of those games where you forget about the controller and feel like you're directly connected to the machine, because the contro. is so intuitive and responsive

House of the Dead 2

An hour or so with Ready 2 Rumble and we're ready for something with some more gratuitous violence—so we move to the most contentious release game, and something that's a perfect conversion of a damn fine arcade machine.

Crispin: Now that I'm so used to playing this game with a gun, I don't even wanna think about using a joypad. I think the first peripher a I'm gonna buy s a gun, and it's only for this game
Shawn: Yeah, having to play with the pad would suck. So far all of the third-party guns are looking pretty coo. Now we just have to see how accurate they are
Chris: It's a shame that Sega isn't putting out its own gun, since in my experience, most third-party light guns are garbage But as long as can b ast me some zomb e scum, I won't be comp a n ng.
Che: What do you guys think about that red blood though? 'm glad Sega put it n but it doesn't make any sense. No gun, red blood Hmm Or spin, you're supposed to save the civilians, not cap 'em.
Chris: Do zomb es have red blood or green b ood? That's the real question think saying it's OK to have red blood but not OK to have a light gun s rather hypocr t cal Condemn v olence in one sense, yet it's OK to have red blood spurting out a over .
John You've got to earn it though But f you're ded cated you can open it up in a day or so. Crispin you just hit another one
Crispin: I wouldn't be shooting these peop.e if they'd stay out of the way Heh, the voice acting is pretty funny. I'm glad they kept the coin op voices G ves the game a B-movie feel

Hydro Thunder

The *EGM* team has been in the unusually lucky position of having a pair of Hydro Thunder cabinets in its lunch room for the best part of four months now. To say that we've become authorities on it would be an understatement. Some would say we're bores...but hey, at least it proves we know what we're talking about.

Chris: What this game needs is a good thrott e contro..er. But it .ooks a most exact y .ke the arcade game for the most part.
Crispin: Yeah, t's dentica
Cyril Wochok (Art Director): Not quite identical, most of the env ronment mapping is m ssing in the Dreamcast version so the shiny meta stuff and water don't look as good Not a huge point, but was rea y mpressed by that effect in the arcade version
Shoe: Too bad there aren't more play modes
John: Yeah, it's just a straight port with no fr s Even the secret stuff is the same
Crispin: Ahh, you're just gripin' 'cause you're bored of the arcade mach ne in the office
Dean Hager (Review Crew): You're all just a bunch of jaded gamers Bes des Wave Race, there are no other good watery racing games Hydro Thunder is the best one in a long time
Jim: Chumdinger rules Ummm dynamic tesse..ation .
Crispin: The arcade game always shocked me when I sat down I don't th nk we put it together right There's a w re loose or something. At .east the Dreamcast version doesn't shock me If nothing else, I can practice on these tracks, then see if I can break any records Andrew set on the arcade game
Andrew: Even after play ng the arcade version to death, think I'll still have fun trying to

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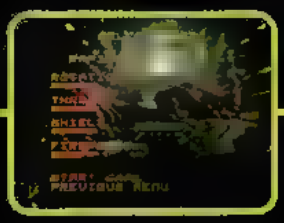
Duro-Burn™ Engines
Veritable speed multi-thrust plasma burners

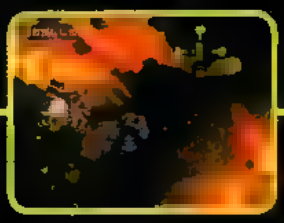


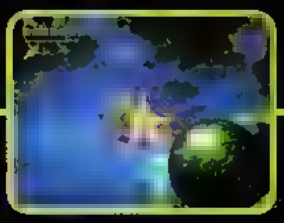
Templar™ Burst Artillery
rapid engagement particle blast cannon

SpinStar™ Pro
Multi-torque turning system

ASTEROIDS™ HYPER 64

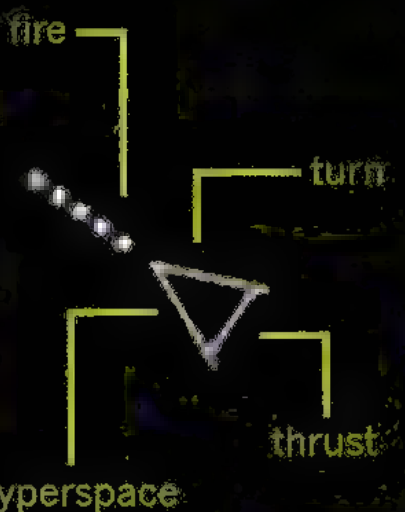






Asteroids is back with all the pulse pounding action that made the arcade game an instant classic. Experience 3-D worlds, multiple power-ups, multi-player modes, dozens of new asteroids and enemies in this all-new version of the most addictive gaming experience the world has ever known.

- More than 50 levels in 6 zones
- Incredible graphics and multiple play modes
- Exciting multi-player modes including co-op and death-match
- Dozens of impact shields, power-ups and wild card weapons



NINTENDO 64 RP ACTIVISION. CRAVE ENTERTAINMENT

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break all the records on this version.
Cyril: Let me know when you've got those records broken so I can come over and add my name to the top of all the lists. That is, after I practice a lot and get better than you.

Marvel vs. Capcom

The competitive spirit is back in everyone's blood...and as we've said before, the Dreamcast is going to be the ultimate fighting game machine—so we dig out another launch fighter. Something that everyone has very strong opinions on.

Shoe: This is a kick-ass port. It's so damn fast
Che: I'm really impressed with that Cross Fever stuff. Four-player in da hizouse!
John: Huh?
Shawn: The way I see it, it's always good to have at least one classic 2D fighter in your library of games. It being a launch title makes it a sure-buy. Besides, you can't go wrong with Marvel vs. Capcom—it's over the top.
Chris: It's damn faster than anything the PlayStation could do, that's for sure.
Che: It's pretty much arcade-perfect. Hey Shawn, the good thing is that if this game is too over the top for fighting classicists out there, they can always get Street Fighter Alpha 3, which by the way, is far better than the PlayStation version.
John: This was the first arcade game I ever played with you guys back when I started on *EGM*. Ahhh, the nostalgia.
Shoe: You know, Che made a good point once. Marvel vs. Capcom is going to be a Dreamcast killer app for many people. But I think it'll be easy for most other gamers to overlook this one because of all the hype Soulcalibur's getting.

Blue Stinger

It's getting late and people's attention is starting to wander if the stuff on screen isn't too exciting. Blue Stinger is much more of a solitary experience compared to the rest of the launch games – many of which are very social experiences. The hardcore adventure fans dig in for a while as everyone nips out to rummage around in the kitchen looking for midnight munchies.

Che: Hmm. I think I could get into this game if I really sat down with it. I watched Crispin play the import for a while. Some of it was really Japanese. And I don't mean the text, either. How about that one port town with the wacky show tune for a soundtrack?
Chris: I think that's just it—this game is a lil' too wacky.
Shawn: Wasn't it a grocery store or something? And they had wacky Christmas music playing.





Man, that shit was surreal.
John: They seem to have sorted out that stupid camera problem. In the Japanese version, if you put one foot out of place the camera pulled back to about 10 miles away, leaving you as a tiny speck in the middle of the screen. Are those lardy boys back from looking for munchies? It's time for something else.

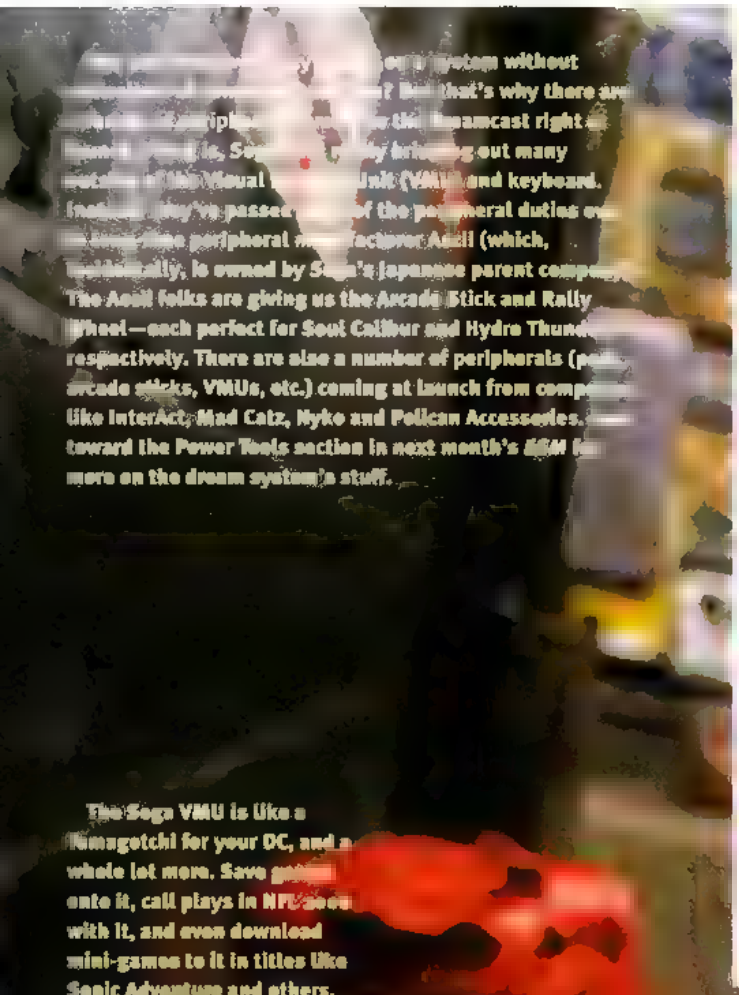
Power Stone

Like we said...Dreamcast: fighting games machine. We stick Capcom's other big game in, and a crowd gathers yet again.

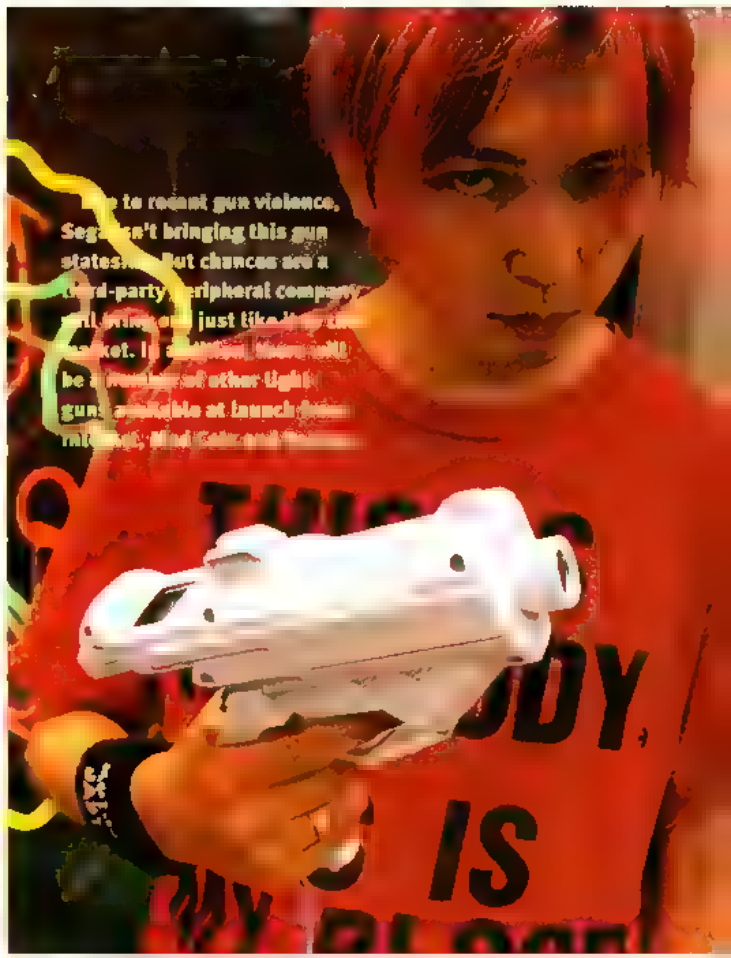
Shoe: I think this could get boring after a while. It does look nice though.
Che: At least it's not a Resident Evil fighting game.
Crispin: Why don't you quit jumping around and come fight me. What are you doing? Get off the roof. Come back down here, you wuss.
Shawn: Man, that guy has a girder. He's gonna knock you over with it. That's the coolest.
Crispin: OK, now you're just being cheesy.
Chris: For a first try at a 3D fighter, I think Capcom's done pretty well for themselves, but the sequel will be better. Unless it's something like Power Stone Alpha or something.
John: I really like it. Once you've played Soulcalibur it pales into insignificance somewhat, but if this is a new direction for fighting games, then I'm all for it. I love the interactive scenery. I'm glad they're changing Fokker's name for the English character though. Naming a Brit after one of the planes that used to drop bombs on London in WW I is probably a bit inappropriate.
Che: I would like this game if it didn't play so much like Ehrgeiz. It's got some really cool things going for it, like the Jackie Chan-esque background interaction, and the graphics are really detailed. Too bad it's so spazzy.


"Explosive N64 adventure"
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KOEI

Dreamcast **Peripherals**



[illegible] system without [illegible]? But that's why there are [illegible] peripherals for the Dreamcast right [illegible]. Sega is already bringing out many [illegible] of the Visual [illegible]unit (VMU) and keyboard. [illegible] they've passed [illegible] of the peripheral duties over [illegible] peripheral manufacturer Asciil (which, [illegible], is owned by Sega's Japanese parent company). The Asciil folks are giving us the Arcade Stick and Rally Wheel—each perfect for Soul Calibur and Hydro Thunder, respectively. There are also a number of peripherals (pads, arcade sticks, VMUs, etc.) coming at launch from companies like InterAct, Mad Catz, Nyko and Pelican Accessories. Turn toward the Power Tools section in next month's *EGM* for more on the dream system's stuff.



[illegible] to recent gun violence, Sega [illegible]sn't bringing this gun [illegible] states[illegible]but chances are a third-party peripheral company will [illegible] just like [illegible] socket. It [illegible] will be a number of other light guns available at launch from companies like Mad Catz and [illegible].

The Sega VMU is like a Tamagotchi for your DC, and a whole lot more. Save games onto it, call plays in NFL 2000 with it, and even download mini-games to it in titles like Sonic Adventure and others.





Feedback of any kind from a controller is pretty cool when it's done right. And Sega's rumbling Jump Pack allows for all kinds of jittery excitement for [illegible]t support it.

SIZE MATTERS

Bass Hunter 64

In-Fisherman



NINTENDO 64

SIZE REALLY MATTERS. When you're looking for the biggest fishing game on any system, look no further than **IN-FISHERMAN BASS HUNTER 64.** **IN-FISHERMAN BASS HUNTER 64** lets anglers of all ages experience all the action from the first strike of the day to the hunt for a monster, tournament-winning bass! Blending In-Fisherman's expertise with state-of-the-art technology, you'll never get skunked. **HEAD FOR THE GREAT INDOORS!**

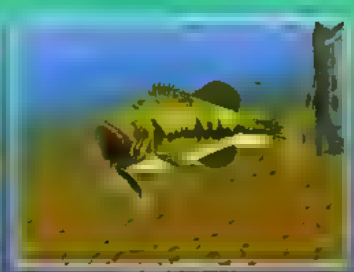
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GARAGE ENTERTAINMENT

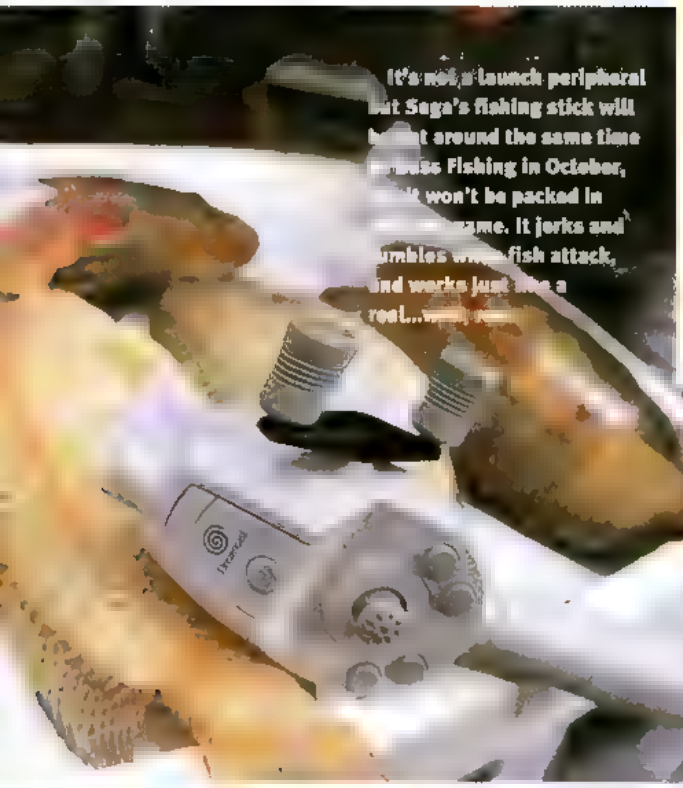








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It's not a launch peripheral but Sega's fishing stick will be out around the same time as Sega Fishing in October, and won't be packed in with the game. It jerks and tumbles when a fish attack, and works just like a reel...





One of two peripherals coming from Ascii, the Arcade Stick is the only way to play the fighting games coming to Dreamcast [illegible] quality has a [illegible] and feel to it...



Ascii's other launch peripheral, the Rally Wheel, will make intense driving games like Metropolis Street Racer and Sega Rally 2 even more realistic.

TAIL CONCERTO™

"Anyone looking for a 3D Platformer...need look no further than Tail Concerto" - EGM

Assume the role of the heroic policeman Waffle and it's up to you to protect the floating islands of Prairie with the aid of your mini police blimp you'll travel through the land in search of the mischievous black cats gang. In order to stop the black cats you'll have to jump into your trusty mech-suit to run, fly, shoot, climb and jump your way through exciting levels filled with dangerous obstacles.









PlayStation

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www.atlus.com

Dreamcast **Expandability**







If you've made it to the end of this feature and you're still not enthused about the Dreamcast, you're either a) dead or b) so anti-Sega you'd stick the Ork in man on Sonic.

Or maybe you're just cautious. After all, Sony and Nintendo have technologically superior systems on the way. Why buy a system now that may not hold its own a year later. But before giving Sega the cold shoulder, consider that the Dreamcast you buy now may not be the same Dreamcast you'll play in the future. "When I first came aboard at Sega and we were looking at the architectural design for the unit, I noticed there were things in there that looked like they'd be added to or expanded on later," Neil Robison, Sega's director of developer support, told us. "You can tell it was designed not just to be this static machine for a three- or four-year life cycle but it could be enhanced in a variety of ways."

Sega has long maintained that the Dreamcast is an evolutionary system. All you gotta do is inspect the console to see it's bristling with expansion possibilities. "If you look physically at the unit in the back," Robison said, "there's an expansion port, and we have some interesting ideas for that specific port. Also, if you pop the modem off, you'll notice that this is a hardware connector that goes right into the board itself. And this is a way of expanding the unit beyond just modems. There's a variety of ideas we have for being able to run devices into this very, very high-speed, high-bandwith type of expansion."

Sega has already confirmed that Dreamcast owners will one day be able to upgrade the GD-ROM drive to DVD. Sega maintains users will soon be able to swap the 56K modem for cable modems, ISDN lines, ethernet connectivity or whatever type of lightning-quick connection tickles their fancies. The console's digital video encoder can be reprogrammed on the fly to support HDTV and other future television formats. Iomega is working on a Dreamcast Zip drive, which will open endless possibilities for game customization and online upgrading. Robison even told us at this year's Game Developers Conference that upgrading the system's chipset is not out of the question.

But before talk of all these add-ons kicks off cold, sweaty flashbacks of 32X and Sega CD, let's turn to an often overlooked expansion port: the joypad jack. "These ports are of sufficiently high bandwidth that you can have a variety of peripherals used here, like true force feedback controllers," Robinson said. Sega has laid down the gauntlet for third-party developers to devise novel Dreamcast peripherals. One frequently mentioned possibility is a digital video camera, which among many uses would let gamers map their faces onto game characters. And since Sega's modem was designed to facilitate a video signal, you'll be able to eyeball the reactions of your camera equipped online opponents.

Controller-port possibilities don't stop there. Ever wonder why the Dreamcast joypad has two VMU slots? "It's more than being able to take and save game information in there," Robison said. "We have a lot of other VMU designs like a sound-input peripheral—a microphone. We can do things like speech recognition with a microphone, and you can imagine the possibilities a microphone opens for Internet play, as well." We've also heard of ingenious, much beefier VMU concepts in the works that'll open up even more online capabilities.

"You can imagine the possibilities a microphone opens for Internet play."

—Neil Robison, Sega's director of developer support

If Sega's plans pan out, online innovations gamers have been promised for years will finally become reality. You'll be able to trash-talk opponents or discuss strategy with friends in multiplayer games by chatting into your VMU microphone. You'll be able to look straight into the eyes of that guy in Spain you just blew by in Sega Rally 2, thanks to your digital video camera.

Or you can be cautious, hide your piggy bank under the bed for another year and avoid the Dreamcast. But where's the fun in that? Our advice is to take another look at the Dreamcast launch list, pick a few games that sound good (make sure one is Soul Calibur), then get in line on Sept. 9. As Bernie Stolar told us, the Dreamcast system is alive and expandable, Sega has learned from its mistakes, and the console will hold its own when the other guys make noise with theirs next year.

Go ahead. Buy the thing.

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So what are you waiting for?

Muffy just one of the 6 Scratch Cat Heroes!



Up to four players can compete at once!



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Screen shots from PlayStation® game console

Screen shots from Nintendo® 64 System

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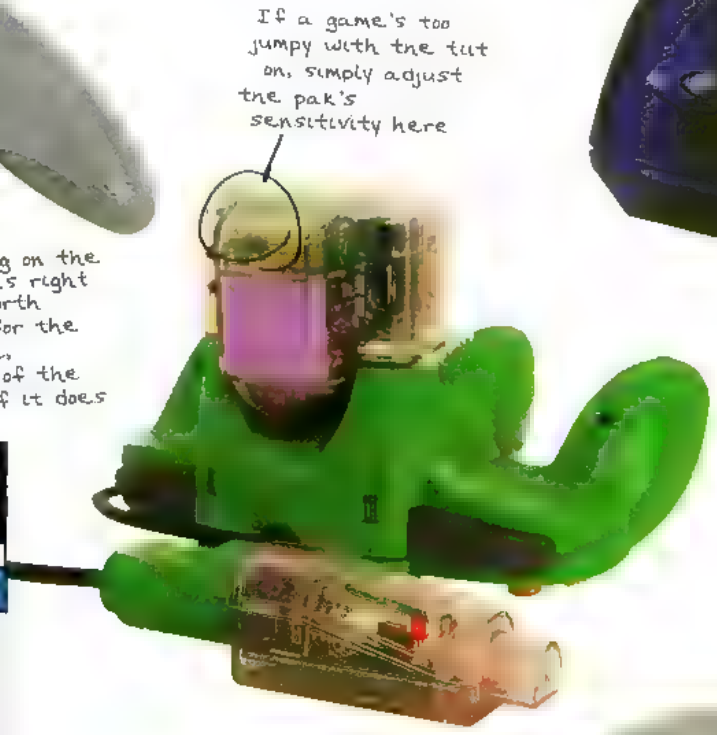
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Power Tools





Tilt Force 2 (PS) Tilt Pak (N64)

Company	System	Price
Pelican Access	PS, N64	$29.99 each

If you're looking for a new way to play, consider this technology that allows you to control what's happening on screen by simply moving the controller around. The PS version (the better of the two by the way) is a stand-alone Dual Shock pad, whereas the N64 version consists of a Pak and a dongle. Both work quite well for what they do when you're playing certain types of games (like flying, driving and other such games). But when it comes to some genres this technology just can't compete with the good old fashioned pads. Luckily you can turn off the tilt technology if it's not working well with a particular game. Also be aware: it takes a long time to get used to this sort of control.

www.pelicanacc.com



Data Deck

Company	System	Price
Mad Catz	PS	$39.99

It was just a matter of time before a company improved upon what Interact created. And Mad Catz has done just that. Like the DexDrive, the Data Deck allows you to save PS save files onto your PC. It also has two mem card slots made for standard transfers. It has cool features and a stylish look—we like it. But we should mention: it gets no points for originality and only a couple for innovation.

www.data-deck.com
www.madcatz.com



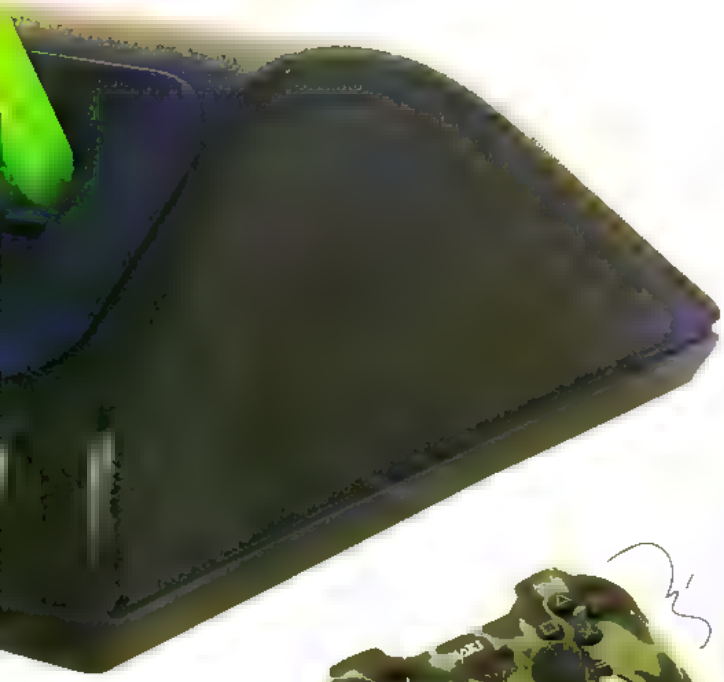
Mick Dundee loves this design. He uses it to knock out gang members.

Boomerang 64

Company	System	Price
Nuby	N64	$29.99

All too often when strangely designed third-party controllers come along, they just don't make the cut. The Boomerang 64 controller on the other hand works quite well. It features built in rumble, and the placement of the buttons on top make a lot of sense—although the ones underneath are a bit off. Overall it's an odd but decent alternative.

www.nubyonline.com



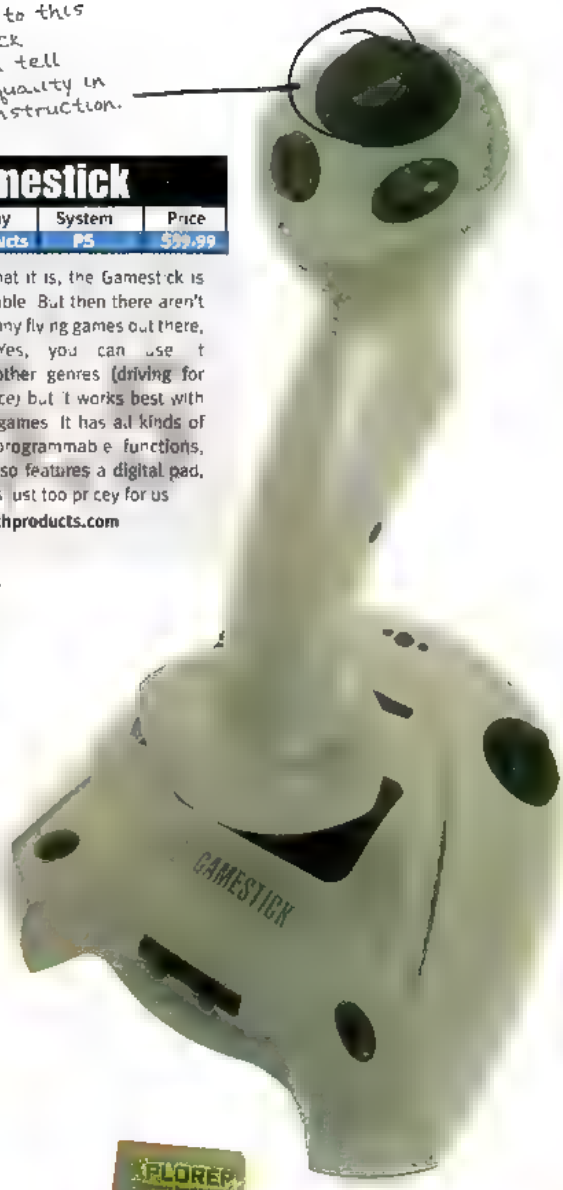
Nice feel to this analog stick. You can tell there's quality in the construction.

Gamestick

Company	System	Price
CH Products	PS	$99.99

For what it is, the Gamestick is incredible. But then there aren't too many flying games out there, eh? Yes, you can use it with other genres (driving for instance) but it works best with flight games. It has all kinds of cool programmable functions, and also features a digital pad, but it's just too pricey for us.

www.chproducts.com



Camouflage? Yeah, maybe if you're an NRA member. Not that there's anything wrong with that.



Camo/American Flag Rocker Pads

Company	System	Price
NAKI	PS	$24.99

Why do these exist? Well, if we have professional wrestling and beanie babies we'll get cheesy stuff like this too. They're Dual Analog controllers that rumble, but they have incredibly goofy graphics on them. So if you're into this sort of thing, they're decent controllers. Otherwise, laugh heartily or run far away.

www.nakiusa.com





WHO IS THE MASTAH CHEATAH?

What?	GameShark Pro (PS)	Xplorer FX (PS)
Price	$49.99	$39.99
# of games/cheats on-board?	362/2219	236/3696
Acts as a virtual memory card?	Yes	No
Allows you to view graphics and video on the disc?	Yes	Yes
In-game trainer for creating new cheats?	Yep	You bet
But is it easy to use?	Yes, very much so	For the most part
Does it ruin the fun of a game?	Definitely	Ditto
Does it make some games lock up for no apparent reason?	Yes	Yes
Why is that?	It's a memory thing. When the GS loads, it uses some memory. Some games don't like this.	Same thing here, except for $10 more a device is available that supposedly helps with the lock-ups.
How's the design of the unit?	Streamlined, neat looking	Big, gray and boxy looking
Score	**8.5**	**8.0**

"Because we don't want your kids decapitating in their games if you don't want your kids decapitating in their games!"



EARLY CHILDHOOD RATING: Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.



EVERYONE RATING: The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.



TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

ESRB Rating System: www.esrb.com

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Army Men:Sarge's Heroes	08/99	$42.99
Bass Landing w/Contrlr	08/99	$56.99
Blades of Steel 2000	1/99	$44.99
Bloody Roar 2	05/99	$42.99
Broken Sword 2	09/99	$44.99
Car Racing		
Carmageddon 2	07/99	$42.99
Centipede	05/99	$29.99
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Detonator Gauntlet	09/99	$46.99
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Duke Nukem Time Kill	1/95	$47.99
Echo Night	09/99	$39.99
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Thousand Arms	06/99	$52.99
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Tomb Raider Drk Revltn	08/99	$42.99
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Triple Play 2000	03/99	$42.99
Twisted Metal 4	11/99	$42.99
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Vandal Hearts 2	11/99	$46.99
Vigilante 8 2 Offense	10/99	$42.99
WCW Mayhem	09/99	$46.99
WWF Attitude	07/99	$46.99
Warzone 2100	06/99	$46.99
Xena Warrior Princess	06/99	$46.99

NINTENDO 64

Title	Release	Price
Army Men:Sarge's Heroes	1/99	$56.99
Battle Tanx 2	8/99	$59.99
Blades of Steel 2000	9/99	$56.99
Carmageddon 64	1/99	$64.99
Castlevania Spec Ed	1/99	$59.99
Command & Conque	6/99	$54.99
Diddy Kong Ra		99
Duke Nukem Zero Ho	10/99	$54.99
FIFA Soccer 2000	10/99	$56.99
Fighting Force 64	6/99	$59.99
Gauntlet Legends	04/99	$59.99
Hot Wheels	09/99	$56.99
Hydro Thunder	8/99	$62.99
Jet Force Gemini	9/99	$54.99
Ken GriFey BB 2	05/99	$54.99
Kirby 64	12/00	$52.99
Knockout Kings 2000	10/99	$64.99
Legend of Zelda	06/98	$59.99
Madden Football 2000	09/99	$56.99
Mario Golf 64	06/99	$54.99
Mort Kombat Spec Force	1/99	$64.99
N64 Controller Gray	0/96	$26.99

Title	Release	Price
N64 Game Shark Pro	05/99	$42.99
N64 Rumble Pak	09/97	$19.99
Nba Jam Extreme Purple	98	$ 0.99
NASCAR 2000	09/99	$54.99
NBA Courtside 2	11/99	$56.99
NBA Jam 2000	09/99	$56.99
NFL Blitz 2000	08/99	$64.99
NHL Hockey 2000	10/99	$54.99
Perfect Dark	9/99	$64.99
Pokemon Stadium	10/99	$59.99
Quake 2	06/99	$54.99
Resident Evil 64	07/99	$64.99
Smash Brothers	05/99	$54.99
South Park Rally	10/99	$59.99
Star Wars Racer	05/99	$64.99
Super Mario Adventure	12/99	$59.99
Superman 64	06/99	$64.99
Tetris 64	07/99	$52.99
Top Gear Rally 2	09/99	$59.99
Vigilante 8 2 Offense	10/99	$54.99
WCW Mayhem	09/99	$64.99
Wonder	08/99	$64.99

PSX JAPANESE

Title	Release	Price
Ace Combat 3	06/99	$78.99
Beatmania	2/98	$59.99
Chocobo Mystery Dung 2	02/99	$59.99
Dragon Quest 7	09/99	$66.99
Dragonball Final Bout	12/98	$42.99
Final Fantasy VII	01/99	$0.99
Internal Section	02/99	$64.99
Jade Cocoon	05/99	$69.99
Lunar 2	06/99	$76.99
Macross VFX	10/98	$39.99
Metal Gear Integral	07/99	$66.99
Racing Lagoon	08/99	$68.99
Saga Frontier 2	05/99	$62.99
Strikers 1945 Part 2	02/99	$64.99

GAMEBOY COLOR

Title	Release	Price
Duke Nukem 3D	08/99	$28.99
Ecks vs Sever Purple	01/99	$ 0.99
Ghost n Goblins	10/99	$28.99
Ken Griffey Jr BB 2	06/99	$28.99
Legend of Zelda Awaken	01/98	$ 9.99
Light Magnifier Purple	06/99	$7.99
Link Cable Purple	06/99	$7.99
Madden Football 2000	0/99	$29.99
Mario Golf	09/99	$29.99
Ms PacMan	09/99	$29.99
Pokemon Pinball	06/99	$34.99
Pokemon Yellow	08/99	$
Super Mario Brothers	05/99	$29.99
WWF Attitude	06/99	$29.99

DREAMCAST

Title	Release	Price
Blue Stinger	06/99	$46.99
Dreamcast Visual Memory	09/99	$39.99
House of Dead 2 w/Gun	09/99	$56.99
Mortal Kombat Gold	09/99	$49.99
NBA 2000	09/99	$46.99
NFL 2000	09/99	$46.99
Power Stone	09/99	$49.99
Ready 2 Rumble Boxing	08/99	$48.99
Sega Rally Champion	09/99	$46.99
Virtua Fighter	09/99	$49.99

BOARD GAMES

Title	Release	Price
Axis & Allies	11/94	$45.99
Battletech 3025	/99	$
Castle of Magic	05/99	$24.99
Crimson Skies	01/99	$29.99
Deluxe Diplomacy	12/94	$49.99
Dragon Dice	09/95	$9.99
Lionheart	10/97	$35.99
Necromunda	11/95	$69.99
Noble Armada	09/99	$49.99
Quests of Round Table	02/99	$19.99
Risk	03/96	$34.99
Robo Rally	01/96	$36.99
Samurai Swords	04/97	$46.99
Starship Troopers	03/96	$29.99
Warhammer 40K	1/99	$
Wizards Quest	01/95	$21.99

COMPUTER GAMES & HARDWARE

Title	Release	Price
A 10 Warthog	06/99	$46.99
Age of Empires		$49.99
Age of Wonders	1/99	$44.99
Battlezone 2	09/99	$45.99
Blackthorne		3.99
Civilization 2 Test Time	08/99	$45.99
Cutthroats	08/99	$34.99
Daikatana	1/99	$38.99
Dark Stone	07/99	$42.99
Delta Force 2	09/99	$44.99
Descent 3	06/99	$39.99
Diablo	8	48.99
Dungeon Keeper 2	06/99	$39.99
F/A-18E Super Hornet	10/99	$46.99
Falcon 4.0: MiG 29	09/99	$32.99
Final Fantasy VIII	1/99	$48.99
Flight Unlimited 3	08/99	$45.99
FLY!	07/99	$46.99
Force Commander	1/99	$48.99
Grand Knight 3	05/99	$ 9.99
Hero MM3 Amgdn Bld	09/99	$27.99
Homeworld	09/99	$48.99
Indy Jones Infrnl Mchne	10/99	$48.99

Title	Release	Price
Interstate 82	/99	$45.99
Jagged Alliance	0	$ .99
Kingpin Life Crime	06/99	$44.99
Legacy of Kain 2	06/99	$29.99
MechCommander 2	10/99	$48.99
Mech Warrior Pck	99	$19.99
MechWarrior 3	06/99	$39.99
Mig Alley	08/99	$39.99
Might & Magic 7	06/99	$39.99
Monitor 2	05/99	$44.99
Pacific Fleet	10/99	$19.99
Planescape Torment	09/99	$44.99
Prince of Persia 3D	08/99	$46.99
Quake Arena	1/99	$49.99
Rage of Mages 2	08/99	$38.99
Revenant	99/99	$32.99
Ring	06/99	$38.99
Septerra Core	0/99	$48.99
Seven Kingdoms 2	09/99	$39.99
Silent Hunter 2	09/99	$48.99
Star Trk Klngon Academy	10/99	$48.99
Star Trk New Worlds	11/99	$46.99
Star Trk Starfl Command	/99	$44.99
Sword 7 Flames 2	/99	$49.99
Swords & Sorcery	09/99	$48.99

Title	Release	Price
System Shock 2	08/99	$45.99
The Sims	09/99	$39.99
Total Annihilation 2	09/99	$48.99
Total Annhltn Kingdoms	06/99	$39.99
Ultima 9 Ascension	09/99	$47.99
Unreal Level Pack	06/99	$2 .99
Unreal Tournament	09/99	$42.99
Warcraft 2 Platinum	09/98	$39.99
Warcraft II Battle Chest	0/99	$4 .99
Warlords 4	11/99	$48.99
Wheel of Time	08/99	$48.99
Wizardry 8	12/99	$49.99

Hardware

Title	Release	Price
3Dfx Voodoo3 3500	08/99	$349.99
CH Flight Sim Yoke USB	03/98	$94.99
Ctiv3DBlst RIVA TNT2 Ult	09/99	$229.99
Diamond Monster MX300	01/99	$89.99
Intel Pro/100+ Mgmt Adptr	06/99	$ 69.99
Intel Pro/100+ Mgmt Adptr	06/99	$ 49.99
Intel WM Form Fac Whi	01/99	$139.99
Kyro II 64MB 2D/3D PCI	08/99	$ 79.99
MS SWndr Prec Pro USB	08/98	$62.99
Saitek Cyborg 3D Jstk	1/98	$52.99
Saitek X-36 Cont Sys	05/98	$107.99
Xtel Strm Pitm Gmr Pk	04/99	$89.99

HINT BOOKS

Title	Release	Price
Ape Escape	06/99	$ 2.99
ClockTower 2 Off Srv Gde	06/99	$ 1.99
Earthworm Jim 3D	10/99	$10.99
Fighting Force 2	0/99	$ .99
GameBoy Offcl Gms Gde	05/99	$6.99
Goldeneye Unauth	10/97	$10.99
Grand Theft Auto:London	06/99	$ .99
Legend of Legaia	04/99	$ 2.99
Legend of Zelda 64	12/98	$12.99
Lunar:Silver Star Story	06/99	$ .99
Metal Gear Solid	10/98	$ 9.99
Mission Impossible	11/98	$ 4.99
Pokemon Snap Gude	06/99	$8.99
Quake 2	05/99	$ 0.99
Silent Hill	03/99	$ 0.99
Smash Brothers	05/99	$ 0.99
Star Ocean:Second Story	06/99	$ .99
Star Wars Racer Guide	05/99	$12.99
Suikoden 2	08/99	$12.99
WWF Attitude Tty Jnaur	06/99	$10.99

Visa, MC & Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Price, release, availability, shipping times & offer not guaranteed & are subject to change at any time. Hardware may require added S&H. Within 10 days defectives repaired or replaced at our discretion. After 10 days the manufacturer's warrantee applies. All sales final. S&H calculated on a per order, per shipment, and per item basis. The "per order" charge is charged once per order placed. The "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you. For each US order $10.00 will be allocated to a 12 issue subscription to Computer Games Strategy Plus. Call for details.

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Per Item	$0.75	$1.00	$1.00	$2.00	$2.00	$6.00

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'PERFECT DARK' is a first person shooter with a twisting plot line set in the near future. Control special operative Joanna Dark as she completes missions & wastes tons of bad guys. Motion captured villians, dynamic lighting & explosive effects, surround sound and 3 difficulty levels with increasingly smarter AI in each stage. Single or multiplayer action.

Nintendo (Adventure)
Release 12/99
N64
$64.99



NFL BLITZ 2000 Compile a playbook, call audibles, pass down the field or call a defensive play. Weather and wind affect the play on varying field conditions. No holds barred tackles, annoying taunts and end-zone dances beef up the action from 5 different camera angles. Includes all NFL teams and stadiums.

Nintendo (Sports)
Release 9/99
N64
$64.99



'THOUSAND ARMS' Set in a mythical world of swords & machines, you play Mel a Trumph young noble blacksmith. Encounter helpful allies, cunning enemies & even go on dates with some beautiful ladies. This eventually leads you to the ultimate confrontation of evil in which the entire fate of the world hangs in the balance.

Atlus (Roleplaying)
Release 8/99
PSX
$52.99



FINAL FANTASY VIII elevates entertainment to a new level with a balance of story, graphics, system and sound. Features fully computer-generated movies & backgrounds and real-time 3D battles. Characters gain combat experience points even if they turn and flee from battle.

Squaresoft (Roleplaying)
Release 8/99
PSX
$54.99



JET FORCE GEMINI Will take you on a galactic adventure swarming with aliens. Shoot your way through 120 stages of action taking varying paths to the Boss planet. Play one of 3 characters each with unique talents & weaponry. Control insect squadrons squishing maggots & nasty aliens while unlocking secret multiplayer modes.

Nintendo (Shooter)
Release 9/99
N64
$54.99



'SONIC ADVENTURE' He jumps! He spins! He collects stuff! He's Sonic! Play one of 6 characters: Sonic, Tails, Knuckles, Amy, Big the Cat or E-102γ each with their own abilities, goals & best levels. Several sub games & levels allow you to raise Chao Babies, play pinball, snowboard or play whack-a-mole with Amy.

Sega (Adventure)
Release 9/99
Dreamcast
$46.99

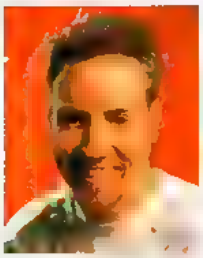
Review Crew

Crispin Boyer

Strange as it may sound, Cris spent as much time this month playing AeroWings and Air Force Delta as he did Soul Calibur. When asked why, he told us he always wanted to fly fighter jets in either the Navy or Air Force, but they wouldn't let him join because of his club foot, dead eye and hideous claw hands.

Current Favorites
Mario Golf, Pokémon Snap

Favorite Genres
Action, Adventure





Che Chou

It's Dreamcast month here at *EGM* and Che's knee deep in it. He also needs a haircut, as he's lost his clean cut gleam (see picture above). The dirty hippie spent a good part of the month tucked away in a dark corner with Soul Calibur (no doubt practicing his ring-out techniques).

Current Favorites
Soul Calibur, Assault Suits Valken, Geppy-X, SNES

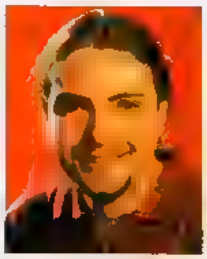
Favorite Genres
Fighting, Racing

John Davison

The rounds of Soul Calibur on the office arcade machine are getting more and more heated, and Johnny E. can't wait to get his hands on the DC version next month. Che and his cheap-ass ring-outs shall feel the wrath of Mitsurugi in glorious Dreamcast-o-vision.

Current Favorites
Soul Calibur, Sled Storm,

Favorite Genres
Racing, Action





Dean Hager

Sports and racing games are Dean's main concern when it comes to the Dreamcast. Unfortunately the only titles he likes so far are Ready 2 Rumble, Blitz 2000 and NBA Showtime. Hmm, all Midway games. Surely EA could be developing something for the machine?

Current Favorites
Driver, Sled Storm, NFL Blitz 2000 (PS)

Favorite Genres
Sports, Racing

Dan Hsu "Shoe"

Now that Shoe's no longer taking care of the Letters section, he can spend more time doing what he really loves. Jmm... we can't really print what that is... moving on, Shoe's been sneaking away from his desk to play a lot of Soul Calibur and NBA Showtime lately.

Current Favorites
NBA Showtime, Driver, Soul Calibur, Final Fantasy VIII

Favorite Genres
Strategy/Puzzle





Chris Johnston

When Chris heard that Sega's next system was going to be called Dreamcast, he let out a hearty "What the-!?" At the time it seemed like a silly name, but when Sept. 9 rolls around, a Dreamcast (already preordered) will find its place among his PlayStation and N64.

Current Favorites
Rising Zan, Pokémon Pinball, Pokémon Snap

Favorite Genres
Adventure, Puzzle

This could be YOU!

We need to replace young John Riccardi with someone who can take on the responsibility of Reviews Editor. You need to be a good writer, editor and organizer, and really know your games.

What to do?
Send us a résumé and some sample work.

Where to send it?
Dept. E-Sak@EGM
P.O. Box 3338
Oak Brook, IL
60522-3338





Shawn Smith

The more games Shawn sees and the more information he hears on the Dreamcast, the more he likes it. Especially all of the online stuff. Of course, the most important part is all the games coming to the system – although they won't make his job any easier next month.

Current Favorites
Pokémon Snap, Driver, Sled Storm, Command & Conquer

Favorite Genres
Action, Adventure

This Month...

It's weird games month for the Review Crew this issue as we take in the delights of Evil Zone, the bizarrely French Tonic Trouble (can French games artists not draw arms and legs?) and the uniquely Japanese Rising Zan. Frustrated reviewers could be heard complaining about mutant vegetables, cowboy ninjas and jibberish-speaking sumo-wrestlers for the best part of the month. Even the spectacular Sled Storm had its moments. Who'd have thought EA would produce a game that rewards you for running over bunny rabbits? Still, next month we've got our work cut out. Expect to see ALL of the Dreamcast launch games under the Review Crew microscope. It's going to be a biggie.

Our Philosophy

10 9 8 7 6 **5** 4 3 2 1 **0**

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made – a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat 5.0 S AN AVERAGE GRADE. Simple, ain't it?

Our Awards

Platinum Awards go to games that get four 10's, the best and rarest review a game can get.

Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive **Silver Awards.**



Publisher:	Midway
Developer:	Midway
Featured In:	*EGM* #120
Players	1-4
Supports:	Rumble Pak, Expansion Pak
Best Feature	Gameplay
Worst Feature:	Slowdown in multiplayer
Web Site:	www.midway.com

If you're into "hardcore" football games, Blitz 2000 is your only choice (sorry NFL Xtreme 2). It's taken a year but Midway has produced a nearly arcade perfect version of Blitz '99. If you haven't overdosed on the arcade version like we have) you'll want to check out the improvements over the original console Blitz. First and foremost, four-player is operational but a bit slow. That's the biggie; most of the other changes are small but they bring the game up to Blitz '99 standards. Other modes, five new stadiums, snow and rain effects, no new secret heads and so on. In general, all the stuff you'll find in Blitz '99 at the arcade pushes it more. The gameplay is essentially the same, only a bit smarter due to a beefed up AI. The fields, stadiums and players have more texture as well. New animation amounts to endzone dances (they look really weird) and taunts. On field moves are about the same except for he/she/it poppin'. Rosters are updated along with the addition of the Browns and Titans. Beyond that stuff, a mess of new plays and a more comprehensive play editor are in place at the end if you already own Blitz, and you're not a huge fan, pass on this one. Outside of the four player mode, the other improvements are nice but not tremendously important. **If you are a fan, or you don't own Blitz, go buy Blitz 2000.**

Dean

Graphically, Blitz on the N64 isn't as blocky as the PlayStation version, but it **suffers from one major flaw—slowdown**. Bad thing about that is when there's slowdown it gives your opponent more time to determine who you've just passed to. Other than that, both game versions have the same enhancements. Perhaps the slowdown problems could've been helped by RAM Pak support, but even with the slowdown, this is a good version of Blitz.

Chris

If you don't mind that this is only a minor upgrade over Blitz '99 (which only came out in arcades) but can appreciate that it's a major jump over the first NFL Blitz for N64, then by good golly, this cart is for you. The animation runs very smooth except when it's broken up by the occasional heavy slowdown in thick traffic. **The four-player mode, the ability to catch on fire and the new plays make this one of the best party games for the system.**

Shoe

You just can't go wrong with Blitz. **Everything in the game just makes a lot of sense**—from the play select on screens to the gameplay itself to the various play modes. The AI opponents in the one-player mode put up a good fight, two-player battles are a blast and the newly added four-player mode is simply outstanding. It's just a fun game. In fact, the only gripe I have is the slowdown the game experiences when a lot is going on on the field.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	8



Publisher	Nintendo
Developer:	Looking Glass Studios
Featured In:	*EGM* #119
Players:	1
Supports:	Expansion Pak, Rumble Pak
Best Feature:	New graphics
Worst Feature:	Old gameplay for RTS veterans
Web Site:	www.nintendo.com

As the first real-time strategy (RTS) game for the Nintendo 64, this is a bit of a mixed blessing. On one hand, it's Command & Conquer, a true classic. On the other hand, it's Command & Conquer, a very old game. The cart conversion is very solid. The controls are very nice and intuitive on the N64 controller (I didn't find myself wishing for an N64 mouse that often). The graphics, updated for today's times, are nice as well, with new particle effects and 3D goodness. The voices and music are pretty much intact, making for a nice playing experience (too bad the cart can't dish out the FMV). But **if you've played any of the C&C games in any form before, you won't want to waste your time on this cart.** The developers have done nothing to improve the gameplay. It'd be nice if we got some exclusive units—something that would spice things up a bit. Or how about more exclusive missions? (All of the missions are old from the ancient PC game, except for a measly four.) Or how about making it so you can send multiple vehicles to a repair facility, and they'll all repair, one after the other? And why the heck does this cartridge only have two save spots with no controller pak support? And where are the speed settings? Skirmish mode? This is a nice game, but it could've been much better.

Shoe

I had reservations about this thing. Would it control well? Would it pack the music, voices and personality of the PC original? Would the detailed vehicles and buildings still look decent in 3D? Yes, yes and yes. **The interface is surprisingly good—even more intuitive than the PlayStation version's.** Terrain and buildings look sharp and vehicles animate smoothly. If you've never played the original buy this and you'll see what all the fuss is about.

Crispin

I really do enjoy RTS games even though they take so much damned time to play. They draw you in like no other game can, and C&C on the N64 is no different. The missions are intense and extremely challenging on both the GDI and NOD pathways. On my sub, **the graphics in the medium and hi-res modes are incredible.** In fact, the other sodden graphics went a strain on my eyes, like usual. Overall, even without a two player mode, C&C is a must buy.

Shawn

It's weird to think this game is over four years old and the N64 is only just getting a version. There are a lot of improvements over the PC original though. The new 3D graphics (thing since touch (although slowdown in hi-res) but **the improved AI is what sells it for me.** Shame about playing this standalone with a joypad (although it makes the best of a bad deal with team assignments on the C buttons). I'd have liked an option to keep up the action but...

John

VISUALS	SOUND	INGENUITY	REPLAY
8	8	5	6



Publisher	GT Interactive
Developer	Eurocom
Featured In	*EGM* #114
Players	1-4
Supports:	Rumble Pak, Expansion Pak
Best Feature:	Huge levels
Worst Feature:	No checkpoints within levels
Web Site:	www.gtgames.com

Everything you'd want in a typical kick-ass Duke Nukem experience is here. The levels are huge and you get lots of them. Ammo is plentiful. **Duke's back to his filthy-mouthed self again** and dirty jokes abound (watch for posters advertising "Cousinsky's A Natural Cam Whore" and "Go Pendguy Agent 069"). But big guns and lewd guffaws aside, this shooter is anything but golden. My main gripe: The levels lack save points, forcing you to save only after you complete a stage. Few things are more frustrating than dying near the end of a level and having to replay that stage from scratch. You've heard me complain about this problem before with a few N64 first person shooters, but the absence of checkpoints in Duke's especially painful since the game's levels seeming sprawl for miles. They are well designed (the nuke shocked Manhattan stage has an *Escape from New York* meets *Terminator* feel). Control setups are plentiful and I had the best luck with the Turok configuration. But jumping is a pain in the ass, no matter which setup you choose. Despite some odd texture choices and slowdown, the graphics are decent and pretty sharp in Expansion Pak enhanced hi-res mode. Of course, you get the standard four player modes, including team play, and several new but deathmatch arenas.

Crispin

It's official. **Duke Nukem is no longer cool.** Take a franchise and milk it enough, and it just gets boring. Ask Lara Croft. Duke still says the same stuff, he still does the same stuff, and most because it's a third person game doesn't mean there's any real innovation when it comes to design. The "edgy" imagery is a refreshing change, especially in an N64 game, but the gameplay itself is unfulfilling. Why no frickin' checkpoints in the levels, huh? Huh?

John

I've never been a fan of first person shooters, and that's basically what ZH is, only in the third person view. Those damn aliens that are always shootin' up his ride are back for more, and they haven't changed much. Levels are huge and detailed, but each one's almost too long to be much fun. Spending hours without feeling like you're advancing in the overall game can be very frustrating. Great multiplayer action, but as for the rest, it's **been there, done that.**

Chris

Although ZH's one player game can be a lot of fun, there's one main problem that is so annoying it makes me not want to bother playing it. No save points, checkpoints within the levels. Perhaps if the levels were slightly smaller this wouldn't be a problem. **Sadly, playing through ZH's levels becomes a tedious game of memorization.** And the choppy frame rate doesn't help either. In the game's defense, the multiplayer modes are a frickin' blast.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	5

Mario Golf



Publisher:	Nintendo
Developer:	Camelot
Featured In:	*EGM* #122
Players:	1-4
Supports:	Rumble Pak, Controller Pak
Best Feature:	Great golf physics
Worst Feature:	Aiming system is confusing
Web Site:	www.nintendo.com

No surprise here. Mario Golf is as good as I thought it would be. How could it go wrong, it uses the same game engine as Hot Shots Golf. It really is very nice. If you've played Hot Shots you'll understand what I'm talking about. Spot on physics, a silky smooth frame rate and loads of Mario family characters form the backbone of this gem. As you'd expect, they all have their strengths and weaknesses off the tee. In the end, Mario and Wario offer the best power and straight driving ability. Plum, Peach, Baby Mario and a few others just can't compare for power. Opening up courses, sixes and characters that keeps the drive alive. Even moreso, you'll need Mario Golf for the Game Boy Color to open up the last two characters. Game modes include some pretty challenging stuff. The Rings Game requires precise aiming and just the right touch. Beyond that, a cool mini golf mode challenges your knowledge of geometry—bank shots galore. Not much to complain about except for the confusing aiming system. By way of a grid, it factors in tie with and without the wind factor. Sometimes it's tough to tell, which is which, no big deal though. **Mario Golf should be required for all N64 owners.** It's the kind of game everyone can learn and get interested in. Multiplayer's great fun, taunts and all. What more can I say except buy this game.

Dean

I figured console golf games couldn't get much better than Hot Shots Golf. And then this thing came along—from the same developer—and raised the bar. If only a little bit. Mario Golf is a mega-fun golf game for folks who maybe aren't too hot on the snooty sport. Like Hot Shots, it packs easy-to-use interfaces and addictive gameplay, and **it's best played with pals.** You get several nifty play modes. Of course, all the Mario characters don't hurt, either.

Crispin

Mario Golf is basically Hot Shots Golf wrapped in video gaming's most popular character designs. **That being said, the game is extremely accessible, and fun.** The initial learning curve exists, but it mostly has to do with calculating distances. Curiously enough, a lot of emphasis is put on taunting other players with sound samples. After a while, it gets really unbearable. Another nitpick is the presence of non-Mario characters really dilutes the Nintendo license. Too bad.

Che

Ah, golf, a sport made to erase for me only through a video game medium. It's made more tolerable (and actually a bit fun) if it gets a lighthearted theme, as is the case here. Mario Golf is a solid title that should appease young and old players alike. It's easy to get into, yet it has enough realism to draw in fans of the real thing. This game is better suited for multiple players, but **18 hole-only courses mean you'll be in for some very long matches.**

Shoe

VISUALS	SOUND	INGENUITY	REPLAY
8	8	7	8

Monster Truck Madness 64



Publisher:	Rockstar
Developer:	Edge of Reality
Featured In:	*EGM* #119
Players:	1-4
Supports:	Rumble Pak
Best Feature:	Nice graphics
Worst Feature:	Bouncy trucks are tough to control
Web Site:	www.take2games.com

promise won't use the expressions "redneck" or "dumb" when describing this game although as Jim Cordano has pointed out, that might limit me a bit. As an Englishman, comprehending the American male's fascination with big trucks with loud crossly enormous wheels is something of a challenge. What's the big idea? And then the whole wrestling connection. Why does my truck have Hulk Hogan's arms stuck to the wings? Huh? Oh well. **As racing games go, I've played better.** When Microsoft released the PC version of this, people went nuts for it, but personally just don't dig the whole bouncy big tire and extreme terrain thing. What saves the game from being a complete mess though is the less than serious attitude toward power-ups and collectibles. Seeing a big heavy truck streak across the landscape at loud crossly nitrous oxide induced speed is quite a laugh, as is the weird "hover mode" that momentarily lets you fly around. As a multiplayer game it all comes into its own even more, but I still can't help feeling that the very nature of the trucks themselves is the biggest let down. They're not fun to drive. Graphically it's quite lovely, even if it does have that uniquely N64 "soft focus" look. It's very solid and smooth and the tracks are nicely designed – a little uninspired.

John

Just when I thought I'd seen the last of the mediocre N64 racers, BOOM. This thing appears. The control is sloppy as hell. It feels like you're hydroplaning out of control over a vast open field. It's apparent the developers tried to capture the exaggerated physics of a monster truck but forgot to make it fun. **On the plus side, there's a load of recognizable trucks.** Big Foot, Grave Digger, etc. and the mini-games aren't bad. Give it a rent if you're a redneck.

Dean

I think the way the trucks control is terrible. They're so bouncy and ridiculous. **You can slide around corners but it doesn't feel right.** Maybe that's how Monster Trucks are, if it is, I'm glad I've never had to drive one. The power-ups are pretty cool, but there are only a couple that are really worth using – the missiles and the hover thing. Considering this was a big PC hit I'm very disappointed. I don't think it even looks that great to be honest.

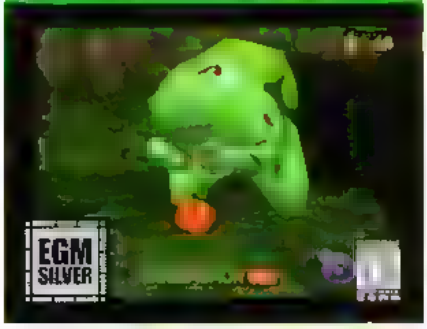
Shoe

Quite possibly **America's greatest sport—aside from wrestling.** Until now, my childhood dream of getting behind the wheel of one of these monsters was smashed when I realized they weren't street legal. After you get over the flighty control, you can begin enjoying racing around all kinds of terrain. Could've used more attention to the commentary, internal saves so you wouldn't have to write down passwords, and Expansion Pak support to clean up some of the fog.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
6	5	6	5

Pokémon Snap



Publisher:	Nintendo
Developer:	HAL Laboratory
Featured In:	*EGM* #122
Players:	1
Supports:	N/A
Best Feature:	Watching Pokémon reactions
Worst Feature:	A little short, not all 150 are in
Web Site:	www.nintendo.com

How fun could taking pictures of Pokemon be, right? If that's all there was then it wouldn't be much fun at all. But veiled under the simple concept of snapping pix is a game with exploration, puzzles and strategy. You can go back to any of Snap's seven courses even after you've completed them to find new ways to get better reactions out of each monster. One of the most satisfying things about Snap is going through the levels, checking Pester Balls at everything in sight and getting a new monster you haven't seen before to pop out (usually accompanied by "whoa"). Pokemon Snap's animation is so good that **you'll want to reach into the screen and give Pikachu a big ol' hug.** It turns the two dimensional world of the Game Boy game into a living, breathing, real place. The game's only major flaw is that it's a little short. There's one secret course and a challenge mode where score matters more, but the game can be beaten within a day. Another thing I was a little disappointed with is that not all 150 Pokémon are represented in the game. All of the immediately recognizable characters are in, but there's bound to be a fan somewhere who has a favorite that's not there. If you're a fan of the Game Boy games or the cartoon series, Snap's a must have. But even if you know nothing about Pokémon, it'll provide hours of virtual safari fun. You'll never get exactly the same picture twice.

Chris

Let me tell you how it feels to not care about the Pokemon franchise: lonely, alienated and left out. Thankfully, there's Pokemon Snap to pull us non-believers into the fold. **This is one of the most original and innovative games I've ever played.** Snap's as addictive as it is subtle: with all the different tracks, goals and hidden creatures, the game's almost long enough. Almost. Still, it's the next best thing to going on a tranquil Pokemon safari with your trusty 35mm.

Che

I have to be honest: last week I didn't much care for Pokémon. The creatures were kind of neat, but most of the time the whole thing just seemed too silly for me. Well, now that I've played Pokémon Snap, I **might just have to get into the Pokémon phenomenon.** See, I thought Snap was going to be a waste of my time. I was very wrong. I wanted to keep playing again and again, finding secrets and snapping shots of Pokemon. Snap is worth looking into.

Shawn

Yep, this game's snap the critters premise is ridiculous, but you know what? It's fun. Like a light gun game but without bullets. Pokemon Snap is packed with targets. Better still, you'll learn tens later in the game that'll affect Pokemon in earlier stages, so you can go back and find new photo opportunities. Still, even with all its secrets, the game's a bit too short. It's a given that **Pokémon fans will eat it up.** And if you're a Pokemaniac, give it a shot.

Crispin

VISUALS	SOUND	INGENUITY	REPLAY
9	8	9	7



Publisher:	Nintendo
Developer:	Blue Planet/H2O
Featured In:	*EGM* #119
Players:	1-4
Supports:	Controller Pak, Rumble Pak
Best Feature:	Swapping out pieces
Worst Feature:	Nothing else is original
Web Site:	www.nintendo.com

Every once in a while someone attempts to circumvent the hard work involved in thinking up something original and decides to add a new idea to an old and proven formula instead. This happened with The Next Tetris and Magical Tetris Challenge, and now it's The New Tetris. This game has one of the cooler angles we've seen: the ability to swap out a falling piece with another one saved on the side. Since you can only do this once per block (so you can't keep swapping back and forth between two pieces once you switch it back with it) it keeps you on your twinkle toes. New Tetris has other nice things going for it like a post-play after an "instant" drop so you can make a split second adjustment (just like "quick" drops in Puzzle Fighter) and art galleries to unlock (it's no big deal, but it gives you something to work toward in a Tetris). A few things bother me, however, and make me wonder why a Tetris game this far along the evolutionary timeline isn't perfect yet. First, you can't turn off the preview shadow (like Magical Tetris Challenge's temporary landing system). Second, the modes are all old, traditional Tetris material. Marathon, Ultra, Sprint? Been there, done that. Man, **I wish someone would just combine all the various gimmicks and features of all these Tetris titles into one kick-ass game.**

Shoe

I don't know how many more versions of Tetris I can take, but for the time being this newest N64 incarnation reigns as my second fave after Tetris DX. What's new here is subtle but welcome. Your ability to hold one piece in reserve adds more to the game than you might think, and it can turn the tables on your fortunes around in multiplayer. You get all the perks of recent versions, including quick drop and the Tetris Landing System. **I wish there were more play modes.**

Crispin

Don't let the word "new" fool you, TNT is old school Tetris through and through. Added into the mix are an excellent soundtrack, a good multiplayer mode and an educational way of building up historic monuments. But **keeping this from being the definitive Tetris is that you can't customize it to your style** (assigning a button to the quick drop instead of up, turning silhouettes on/off, etc.). It's a great game without that, but would've been a classic with it.

Chris

Besides a silly block accumulation feature that allows you to create monuments from around the world, and then "learn" about them through a Turok-esque animation sequence, **there isn't much about The New Tetris that's innovative. But that's just fine.** It incorporates a number of features from other Tetris games without losing its classic Tetris identity, and presents the whole thing in a snappy-looking package. This keeps things interesting.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
7	8	6	8



Publisher:	Ubi Soft
Developer:	Ubi Soft
Featured In:	*EGM* #103
Players:	1
Supports:	Controller Pak
Best Feature:	Solid level design and gameplay
Worst Feature:	Just a lil' too drab
Web Site:	www.ubisoft.com

Tonic Trouble is one of those games you wish wasn't on the N64. The visuals are nice, but aren't nearly as sharp as they could be, mainly due to the limitations of the system. Levels have a lot of puzzle solving elements in addition to standard 3D platform game fare, with something new facing you in every room. **Level design-wise, this is a tightly developed platformer.** There are things you'll see while playing early on that you'll come back to later after you've acquired more abilities (like flying, getting the pogo stick ability, etc). But there's a lot about this game that's kinda dull. I wish there were more difficult bosses that you'd have to face throughout to spice up the levels. Instead you usually just have to outsmart them and plant a few direct dart hits before they're gone. The music's nothing memorable, and doesn't divert much from the standard theme—there's nothing special for completing levels or opening something extra except an occasional "Yeah!" from Ed. Each of the overworld areas could've used a bit more differentiation so you know where you are without having to read signs. Controller-wise it's tight—when you learn new abilities that require a different control scheme it teaches you how to use them first before setting you free into a level. When all's said and done, Tonic Trouble is a solid platform game that could've used a little jazzing up aesthetically to support its gameplay.

Chris

First, Tonic is so close to Rayman they're practically the same game. They share the same engine as well as that limbless look. The environments come off on the lean side. There's lots of sparsely filled rooms and halls that don't exactly evoke excitement when you travel through them. **More variety and stuff to mess with would've been nice.** Overall, considering the goofy theme, the boring atmospheres and the recycled engine, I say pass on Tonic.

Dean

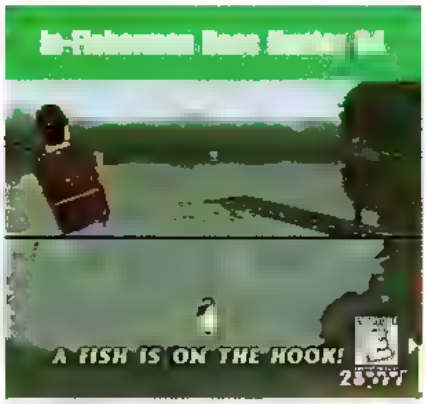
Ed is just one of those dumb characters that you really don't care about one way or the other. The worlds he explores are big, beautifully designed and filled with good ideas (if weird) but *he's* really annoying. I have some issues with the camera system too, which moves around so much it can make things confusing. I really dig some of the objects. Pogo-sticks and flying bowties rule. Do we really need *another* 3D platformer on N64 though?

John

Here's a game that's **too odd for its own good**. Ed, the game's annoying Rayman cloned star, is always wiggling around, and his animations can get distracting. But Tonic Trouble does look nice. Kids will like it. Some levels are really wild and well-conceived, but many go a little overboard with platforms and chasms. As in Banjo, you'll learn new moves that let you reach previously inaccessible areas, and that's what kept me playing 'til the end.

Crispin

VISUALS	SOUND	INGENUITY	REPLAY
7	5	6	6



Publisher:	Rockstar
Developer:	Gearhead
Featured In:	*EGM* #118
Players:	1
Supports:	Rumble Pak
Best Feature:	It's quite relaxing
Worst Feature:	Can you handle the pace?
Web Site:	www.take2games.com

Fishing games can actually be pretty good. The DC game we'll review next month is unnervingly addictive. **Trouble is, if they're not really, really good...they're really, really dull.** In-Fisherman put just about everyone who played it to sleep. Maybe it's the lack of a proper controller on the N64—or maybe it's just a little too relaxed. Sure, cruising around in your boat is fun...but the lack of any real feeling of competition kind of lets it down. The graphics aren't great either. John D and the Milkman looked at it for a while and started to snooze.

VISUALS	SOUND	INGENUITY	REPLAY
6	5	4	4



Publisher:	Mindscape
Developer:	Starsphere Interactive
Featured In:	*EGM* #119
Players:	1-2
Supports:	Nothing
Best Feature:	Extremely customizable
Worst Feature:	No analog support
Web Site:	www.mindscape.com

The challenge in reviewing a chess game is that you're never going to discuss the meat of the game—the AI, unless you're a grandmaster. The AI is probably somewhere between those electronic chess boards of the '80s and Big Blue. Every possible option a chess game needs has been included: custom rules, switching sides, colors, 3D views, music...if you're serious about chess, Chessmaster II has an incredible Mentor Mode that teaches and gives you advice as you play. Alas, analog support should have been included. **If you're looking for chess on your PlayStation, this is it.**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	3	8



Publisher:	Midway
Developer:	Midway
Featured In:	*EGM* #120
Players:	1-4
Supports	Dual Shock
Best Feature:	Speedy frame-rate
Worst Feature:	The Cowboys
Web Site:	www.midway.com

I'm more impressed with this version than the N64 Blitz 2000. It looks really nice and moves even faster than its N64 counterpart. **If I were looking for the best representation of Blitz '99 (arcade) I'd take this one hands-down.** The big new feature (drum roll please) – four-player mode! This is a key change and it works well. The other big improvement involves the play book. Rather than just stock plays, you can make your own custom set of 27 offensive and nine defensive plays. Select your favorites from each team's playbook. On top of that, a total of 8 player-created plays (both offensive and defensive) can be used. The editor is a great part of the game. For football fanatics like myself, building and tweaking plays is half the fun. A bunch of other cool new things include on-side kicks, Blitz Passing, On Fire Mode and variable field conditions (eight total). The Titans and Browns are present as well. Gameplay is top-notch. Smarter AI takes note of the plays you pick most often and shuts you down with the best counter-punch. They've smartened-up the whole package. Spinning your way down field won't work like it did in the original either. Overall, I'm psyched about this game. If Midway ever made a serious football sim using this engine, Madden and GameDay would have a run for their money.

Dean

I'm still amazed at what Midway can do with the PlayStation hardware. NFL Blitz 2000 does not look arcade-perfect, but it runs amazingly smooth and quick with large sized characters, modes to boot. Some of the new enhancements, like the defensive play editor and audible play calling add some depth to an already great Blitz 99 (which never made it to the consoles). Make sure you get a multi-tap – this is a great four-player game.

Shoe

When you play Blitz 2000 and NFL Xtreme 2 side by side, you see just how terribly bad NFL Xtreme 2 is. So in other words, buy Blitz 2000 and stay away from the other one at all costs. Blitz has an incredibly speedy frame-rate, great looking graphics and solid play. It's just a tight, fun package all the way around. Besides, it has a four-player mode that rocks. **If you're into Blitz in the arcade, you should buy this one with no delay.** It rocks.

Shawn

It's Blitz, nuff said. I gotta say, I'm not a sports game fan, but like Blitz and Showtime, a lot. This is **a strong conversion of the arcade**, with no noticeable load time or slowdown. Football purists will appreciate what Midway has added to this version, while being just as easy to pick up and play as before. You'd think the PlayStation would buckle under the pressure of handling a four-play mode with the amount of players on the field, but it doesn't. Good job, Midway.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	9



Publisher:	GT Interactive
Developer:	Reflections
Featured In:	*EGM* #119
Players:	1
Supports:	Dual Shock
Best Feature:	Great '70s cop show car chases
Worst Feature:	Real bad slowdown
Web Site:	www.gtgames.com

So was it worth the wait? Well, yes. But Driver is a game that's not without its little problems. As an example of a "different" kind of racing game, it's tough to fault. The whole '70s cop show vibe is pulled off with tremendous style and the squealing tires, roaring engines and ludicrous smashing through boxes. *Starsky and Hutch* kinda chases make this a joy to behold. It's packed with options too. Not only do you get the "story" mode that has you infiltrating the mob as a getaway driver (which develops into an excellent JFK style mob trying to kill the president thing – but you also get some cool pick up and play modes. The finest of these is the Pursuit Mode. Here you simply have to chase after a single car through the streets of the city and try to ram him off the road before he escapes. It's simple, but so effective. Hard you'll spend as much time with this "bonus extra" as anything else. But what of those problems? **The gorgeous graphics seem to put a tremendous strain on the PlayStation.** The net result of which is some terrible slowdown. Race around with a couple of cops on your tail and it feels like you're only doing about 30mph, which ain't that great. It also has some really bad memory card problems which can completely lock up your PlayStation when you try to save a game.

John

I've been looking forward to the exciting car chases of Driver for so long now. The fact that it has problems though has proven to spoil the experience. Don't get me wrong, **it's a great game** but the stupid glitches spoil what could've been perfect. The slowdown is somewhat forgivable – this is a fine-looking game that really pushes the PlayStation after all. What I can't forgive are the memory card problems, which crashed my machine several times.

Shoe

I've wanted to play this game since it was announced some time back. And overall, I'd say it has been worth the wait. But you should be aware. The game isn't without problems. **The frame-rate suffers in some areas which takes away from the high-speed feel of chases** and the difficulty should've been more gradual. Still, the story line is funny and interesting, the controls tight and the action and consequent crashes and flips are awe-inspiring.

Shawn

Driver puts off the '70s cop show theme quite well. The other thing it does really well is re-create the driving characteristics of a bloated old muscle car. The body sway, spinouts etc, it's all right on the money. **With the physics in place, the rest is academic.** Just playing the driving games (specifically pursuit) is a blast. Story Mode is decent but once you're done, you're done, not much replay there. Small glitches aside, Driver is definitely worth the money.

Dean

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8



Publisher:	Titus
Developer:	Yuke's
Featured In:	*EGM* #118
Players:	1-2
Supports:	Dual Shock
Best Feature:	Anime-style fights, great art
Worst Feature:	Poor translation of a great game
Web Site:	www.titus.com

Eretzvaus was a really good Japanese game. It's like watching *Dragon Ball Z* or *Yu Yu Hakusho*, but being able to control the battles. During especially flashy attacks, the camera angles change as if you were really watching it as a TV series (each character with its own show and story). The show isn't Eretzvaus, it's Evil Zone, and the translations is horrific. It's as if they put the dialogue through a Japanese translation program and left the translations in. **It makes me cringe when I see a publisher not spend enough energy to do a Japanese game justice.** Some great examples of this are the episode titles. "The Power of the Supreme Ruler to Destroy an Evil" and "Assaulting Thrust: The Love of a Mercenary Girl." Maybe it's for cultural, but the rest of the game's text pretty well sucks too. If it'd been polished, it would've gotten a higher score. Apart from that, this is a fun fighting game whose charm lies in the very "Japanese TV" style setup. In fact, the game's opening animation was done by A.C., one of Japan's premier animation studios, responsible for such shows as *El Hazard* and *Battle Athletes*. It's not the deepest fighting game ever (control-wise, motions are the same for each character), but that's not the point. I wish the translation was better and they'd left in Eretzvaus's kick-ass opening song, but if you're an anime fan, you won't be disappointed.

Chris

If you're a fan of silly-ass Japanese fighting flicks you love this. It has all the same elements: dumb story line, laughable translation and outrageous fighting moves. They should've gone the extra inch and made this a full parody of the whole genre. The fighting engine is OK if not a little awkward. **The special moves are, umm..creative** but far too prevalent. Some more traditional moves would be nice. Check this one out, for its cheese appeal alone.

Dean

I have a feeling fighting game classicists will scoff at Evil Zone for its simplistic combo system, or how it uses no more than two buttons throughout the game. **But fans of Psychic Force and anime-based fighters should feel right at home with EZ.** The graphics are stylistic and the dynamic camera angles add a lot of flare to the otherwise canned animations for the special moves. Some of the voice-overs are pretty limp, but thankfully, Titus left the game uncensored.

Che

This is one of those games that I just can't get into. I wanted to give it so much of a chance, coz I really dig the whole anime vibe but I hate the gameplay mechanics. As a piece of production work, it's quite unique, especially in Story Mode where it weaves things into a series of character-specific episodes. **I despise the control system** though, and I'm not a big fan of the graphics either. The Japanese translation leaves a lot to be desired too.

John

VISUALS	SOUND	INGENUITY	REPLAY
6	5	6	5

Jade Cocoon



Publisher:	Crave
Developer:	Genki
Featured In:	*EGM* #119
Players:	1
Supports:	Dual Shock, PocketStation
Best Feature:	Character designs, story
Worst Feature:	Lacks personality
Web Site:	www.crave.com

Jade Cocoon was an RPG I wanted to fall in love with. For starters, the character designs were done by Katsuya Kondo of Studio Ghibli (Laputa, Kiki's Delivery Service, Whisper of the Heart). Plus, the story really appeals to me. It manages to be both allegorical and ambiguous. The theme itself is universal, an imbalance of power between man and nature has brought suffering to the people of Parel. As you proceed through each of the "chapters" in the game, the story unfolds via beautiful hand-drawn panoramas and quality voice-overs. **Unfortunately, somewhere between concept and execution, the game fell terribly short.** As an RPG, there's a severe lack of character growth. Rather than rewarding you with stats and numbers, your boy Jade Cocoon can only ever develop his monster "capture" ability. The only way to upgrade your stats is to find potions or items. Since you're a one man party, you'll need to rely on summoning your monsters to do most of the fighting for you. This wouldn't be so humdrum if your creatures weren't so dull to play. The monster breeding aspect of the game, however, is complex and the possibilities seem endless. Finding the right monster combinations will be an acquired discipline. Unfortunately, there are dungeons late in the game that get recycled with a new color palette. It feels like they ran out of money two-thirds through the game. Totally disappointing. **Che**

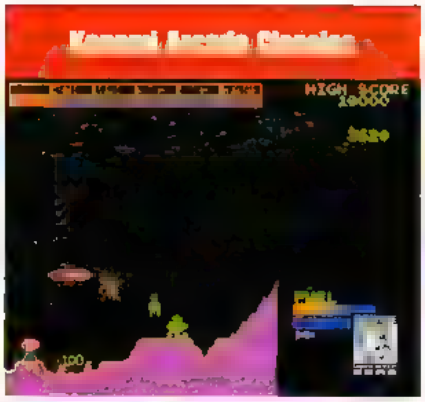
Jade Cocoon certainly takes its time getting going, but things eventually pick up. **The Poké-cloned monster-mixing gameplay is ultra deep,** rewarding and maybe a bit boring at times (battles do get tedious). As you've no doubt heard, the game packs sweet, stylized visuals. I wish there was a second CD so the developers could have crammed in more FMV. You can even keep playing after you beat the game, although by that time I'd had enough. **Crispin**

Jade Cocoon is an average RPG helped along by some great character designs and animation by one of Studio Ghibli's finest. Catching, combining and developing monsters is fun for a while, but the gameplay doesn't evolve much beyond that through the rest of the game. The story's strong, but **even though its got Ghibli on its side, there's not much animation in the game.** There's a lot of reading text during FMV that could've been turned into some nice cutscenes. **Chris**

Jade Cocoon could've been much better if it had more personality or at least something else to make the experience more memorable. Your character never really talks and the monsters in your party—even after gaining experience—lack inspiration. The way I look at it, games like this take far too much time and energy to play for them not to score an 8.0 or above. It's worth a rental, but I can't see spending hard-earned cash on this one. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	4

Konami Arcade Classics



Publisher:	Konami
Developer:	Konami
Featured In:	*EGM* #121
Players:	1-2
Supports:	N/A
Best Feature:	Time Pilot
Worst Feature:	Circus Charlie
Web Site:	www.konami.com

Konami's Arcade Classics may not pack the FMV history lessons, interactive museums, screens of art work and other perks of past compilations, but it makes up for it by doling out lots of games. 10 in all. And you get a couple of doozies here. Time Pilot and Gyruss are two of the best shooters of the early '80s. Both are white-knuckle, totally twitch experiences, both have slick graphics for their time (Gyruss has killer music to boot), and both are just plain fun. Other standouts on the disc include Super Cobra, an intense side-scrolling shooter, and Yie Ar Kung-Fu, widely regarded as a key inspiration for Street Fighter. Like any compilation, **KAC has its share of obscure stinkers.** I could have lived without Scramble, really just a primitive version of Super Cobra which was done right 15 years ago on the Colecovision. The simple 1985 beat 'em up Shao-Lin's Road runs out of tricks quick. Don't even play Circus Charlie. It's dull, hard and hardly my idea of a classic. The rest of the games here are pretty addicting, even if you never played them before. I warmed up to the ultra-simple racer Road Fighter. Pooyan, which stars an arrow shooting pig, is novel enough to hook you, and Roc'n Rope's surprisingly tricky for how simple it looks. I wish you could use the analog stick, the D-pad makes for sore thumbs. **Crispin**

A lot of the games on this disc are indeed classics. Scramble and Super Cobra (both dating back to 1981!) provided the framework for hundreds of side scrolling shooters to come. Yie Ar Kung Fu was basically a bare bones 2D fighter template. And playing Gyruss now, I still get chills down my back because the gameplay is so together. I'm not a fan of every game in this collection, but I acknowledge their importance. **This just might be the best history lesson you'll ever have.** **Che**

This compilation disk is mainly for people who remember these classic games. Newbies will be frightened by the simplicity they find within. It's definitely an early '80s nostalgia thing. The games themselves, while on the easy side, still provide a good amount of play time, not to mention prompting fond memories. **I still love Scramble and Super Cobra.** As far as rere ease compilation disks go, this is the most worthwhile one I've played yet. **Dean**

It's about time Konami came out with one of these, and I'm sure glad it's not one of them small-handful of crappy old games compilations either. For me, **Time Pilot alone is almost worth the purchase**, but why on earth didn't the programmers make the game work with the analog controller? (Using the digital pad to spin round and round is hell on the thumb.) A few of the other games are still fun today, that is, if you like mindless twitch stuff. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
4	4	5	5

NFL Xtreme 2



Publisher:	989 Sports
Developer:	989 Sports
Featured In:	*EGM* #119
Players:	1-8
Supports:	Dual Shock
Best Feature:	Graphics
Worst Feature:	Awkward animation
Web Site:	www.989sports.com

They've cleaned up the graphics and pumped up the game speed but Xtreme 2 still can't beat NFL Blitz. My major complaint: when I throw a pass like my receivers to catch in stride. That's not how it happens in Xtreme 2, instead, receivers scamper to their spots and wait for the ball. At that point the after catch hit is all that's left. That kills the whole thing for me. It's not a flaw but it makes gameplay repetitive and predictable, plus it ruins any fluidity the game could have. There's something wacky with the frame rate as well. It's very fast but it's fast in a weird frantic way. Players bolt across the field so quickly it's tough to follow the action. Blink your eyes and you'll miss something. I guess overall, the title fails to generate much excitement for me. Many of the calamities that make football exciting like fumbles, interceptions and hard hits are too forced and mechanical in Xtreme 2. I know that's the bread and butter of the game but something is definitely lost in the delivery. **A better balance of true football and the extreme stuff would be cool.** Heck, 989 could add some crazy stuff to GameDay and probably have a more entertaining and worthwhile game. That said, if you happen to be a fan, you'll like this edition more than the original. Two players, as usual, the best way to play the game. More power to you. **Dean**

NFL Xtreme 2 is a slight improvement over the original, but this couldn't have been too hard to accomplish. **It's obvious from the start this game has some problems.** Terrible player animation makes it difficult to judge plays, while awkward taunts, throws and pile-drivers in between plays are laughable at best—because they're just so poorly done, not because they're actually amusing. It's basically Blitz but without any of the style. **Shawn**

Although it's a step up from the inexplicably successful first game, NFL Xtreme 2 is still entertaining for all the wrong reasons. The animations—especially stuff like the ninja flips—are as hilarious to watch as they are ridiculous. The **players look like midgets on steroids.** Between-play trash talk sequences are downright surreal. Everything here is so bizarre it's comedic genius. Unfortunately, as a Blitz knockoff, it's crap. Rent it for cheap laughs. **Crispin**

Sure, this may be a big improvement over the first Xtreme, but let's face it—that's not that amazing a feat. Xtreme 2 does a decent job of not imitating Blitz too much by offering more simulation features like player trades and drafts and such. But you can pile on all the goodies and fluff you want—if the game isn't fun or playable, it won't be, well...fun or playable. **Xtreme 2 is also so technologically inferior to Blitz, it's not really worth your time or money.** **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
4	4	4	4

Rising Zan



Publisher:	Agetec
Developer:	UEP Systems
Featured In:	*EGM* #119
Players	1
Supports:	Dual Shock
Best Feature:	Weird, weird, weird, weird, weird
Worst Feature:	Obstructive camera system
Web Site:	www.agetec.com

Jim, it's about a Samurai gunman? OK. I guess the team at UEP couldn't decide whether to do a cowboy game or a ninja game, so just did both. The first time I played this it was midnight after a long day... to say that its weirdness did my head in a bit is something of an understatement. Looking purely at the mechanics of the gameplay, which is simple I mean level with extremely basic combat moves, this isn't actually that great. **Mechanically it's a bunch of clichés that we'd normally hammer for being so uninspired.** You mash one button to use your sword and you mash another to fire your gun. Wiggle the pad and mash buttons some more and you get special moves. What rescues Rising Zan though is that it's all carried off in such a frickin' weird and bizarrely Japanese way that you'd probably forgive it just about anything. The script is so bad it's fantastic. "Super Ultra Sexy Hero ZAN!" Wow. Anything that can get away with a line like that is OK with me. It's a shame the graphics are a bit on the ropey side and the camera system sucks so much. Fighting bosses can get really tough because you run around completely unable to see them! It's got lots of nice extras though. The "interesting" bonus characters is a nice touch which I'm sure will get the hormone driven crowd excited too.

John

This has got to be the most f#&$ed up idea for a video game ever, but surprisingly it's fun to play. It's got a very arcade feel yet has an 8 Bit gameplay style that's fresh. The story's well written and has plenty of laughs. **I dig the B-movie mixture of the old west with samurai action.** It's a great combo. The game's controls a little lacking and inconsistent, making that the game's biggest flaw. It's not for everyone, but it's got a cult feel that some people will really like.

Chris

You've got to wonder what the designers of Rising Zan were on when they came up with the concept (**maybe they watched a little too much Six-String Samurai?**). With this oddball premise is a game that may not look great but is quick and easy to get into. Cutscenes could've been better if they'd opted to use more than FMV of the game engine, but it creates a very low-grade movie feel that makes you think the MST3K guys are going to pop up.

Shoe

You'll either love this game for its bizarre sense of humor, or hate it because it's so mediocre. Personally I got a huge kick out of Zan. Yes, I also had problems with the game's unwieldy camera, graphical glitches, low poly count models and dubious controls. **However, Rising Zan carries with it a rare sense of enthusiasm.** The game pulls off its B-movie spaghetti western parody with plenty of smarts. Those of you down with obscure pop cultural isms will have a field day.

Che

VISUALS	SOUND	INGENUITY	REPLAY
5	6	7	7

Sled Storm



Publisher	Electronic Arts
Developer:	Electronic Arts Canada
Featured In:	*EGM* #119
Players:	1-4
Supports	Dual Shock, Multi-Tap
Best Feature:	Fast, smooth and lots of options
Worst Feature:	Running over bunny rabbits
Web Site:	www.ea.com

...have to say that **I am genuinely shocked at how good this game is.** While the premise may sound a little unusual, and maybe even gratuitously, um, "unique" you have to appreciate that this is one of the most original racing games that's come along in a long time. You'd never believe that 25 mph could feel so fast. Believe me, get one of these snowmobiles up to 30mph or more and it starts to feel bloody fast. What makes things even more exciting though is the fact that the track design is so comprehensive. Every course in the two modes (straight racing and the motocross like "SnoCross") is built to make sure you get as much out of the gameplay as possible. The SnoCross tracks are built to help you pull off some ridiculous stunts, while the tracks in the "meat and potatoes" of the game, the "open mountain" racing offer so many hidden routes, secret areas and shortcuts you'll find that you go around the course a different way each time. This is a really tactical game and when playing alone you'll find the opponent AI is unnervingly crafty. Choose multiplayer and you'll be able to enjoy the relatively unique experience of actually getting to plug your mutt in for a change. Cool. Graphically it's beautiful – smooth and sweet. As for the soundtrack, Rob Zombie, Econoline Crush... it's great.

John

Sled Storm is going to do for snowmobiling games what WipeOut did for futuristic racing games—make them hip. OK, maybe not, but Sled Storm is a damn good racer. **It has tight controls, great gameplay and the graphics are easy on my eyes.** The four-player mode is fun, but all too often it was difficult to see what obstacle was coming up. The frame rate kept up though, that in itself was an accomplishment. I'm bracing myself for all those snowmobiling clones. Brrrr.

Che

Sled Storm is really good. The physics and handling are right on, not that I ride snowmobiles, but it feels accurate. Beyond imaginative design, the courses are full of shortcuts, diverse snowpack and killer jumps. It's easy to keep an eye on the upcoming path as well. **Four-player works well,** not much slowdown at all. A good selection of upgradable sleds seals the deal. For a new genre racing game, SS has set a high benchmark for those to come.

Dean

It's easy to make a racing game based on something other than cars (like snowboarding, go karts, etc.). It's not so easy, however, to do it well. But EA's Canadian team did it with Sled Storm. **a not-so-common racing title in a fun and easy-to-play package.** Sled Storm is challenging, has excellent graphics and maintains a speedy frame rate at all times (even in the four-player mode for the most part). Overall it's a racer to look into.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	8

Soul of the Samurai



Publisher:	Konami
Developer:	KCE Sapporo
Featured In	*EGM* #116
Players	1
Supports:	Dual Shock, Analog
Best Feature:	Interesting story
Worst Feature:	Controls
Web Site:	www.konami.com

Soul of the Samurai comes from that familiar school of fixed camera angles and prerendered backgrounds (aka Resident Evil), but it also has slight elements of a fighting game (like Bushido Blade). It's almost as if the designers were torn on which direction the game should take. **Those expecting the degree of freedom found in Bushido Blade will be sorely disappointed.** The fundamental problem is that the game engine is far too limited for its intended scope. Imagine a hack 'n slash fighter with the slow, stilted controls of a survival horror adventure and you're close. And to make matters worse, there's a lot of combat. Zombie samurais and half dead ninjas swamp you like clockwork at every turn. Unlike most survival horror games, this game doesn't give you the option to flee. It's frustrating, it adds nothing to the gameplay, and it's bad design. However the game does have its redeeming qualities. As you progress, combat becomes more challenging and less tedious. There's a lot of timing involved, one-hit kills for example, and plenty of techniques to master. Also, the story is decent from beginning to end. The narratives of the two protagonists overlap nicely and the interactions memorable. Unfortunately, the game is rather short. If you blow by a lot of the secret items or areas, you can probably finish this game in a day. Here's to hoping Capcom's Onimusha turns out better.

Che

The idea and story behind SotS is solid but the execution of the game falls short of what it could be. **Non-linear and sometimes tedious gameplay take up most of your time,** and an unbalanced and boring fighting system just annoy you. Sure, things pick up a bit further into the game, but chances are you'll beat it within a couple of nights, so who cares? Even with two separate players/quests to start with (similar to RE2) SotS gets old rather quickly.

Shawn

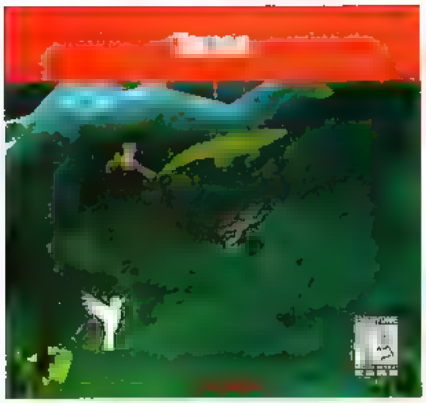
Add one part Resident Evil, one part Bushido Blade and stir. It works, but not well. Primarily based on fighting, you can't leave a screen until you've vanquished all the enemies even if you're backtracking to find health. They reappear, too, so **you can't run past enemies you've already faced.** Controls is sluggish so it doesn't respond when you need it the most for blocking attacks from multiple enemies. Not horrible, but the fighting engine could've been much better.

Chris

This is kinda cool in a samurai anime sort of sci-fi way. The story line develops into something that's quite interesting, even though the script itself is a little forced. As gameplay mechanics go it's very linear and simplistic: you wander the streets, hit people very hard with a sword, talk to people and collect objects. Ho hum. You won't be on the edge of your seat or anything, and **the combat is way too simple to ever get particularly exciting.**

John

VISUALS	SOUND	INGENUITY	REPLAY
6	6	4	3



Publisher:	SCEA
Developer:	Eurocom
Featured In	*EGM* #121
Players:	1
Supports	Dual Shock
Best Feature:	Incredible graphics
Worst Feature	Childish gameplay
Web Site	www.playstation.com

Underneath [illegible]'s pseudo-3D level design and beautifully rendered graphics lies a straightforward and sometimes fun-to-act-on game. Problems to watch for slowdown when too much stuff is going on, repetitive type levels and touchy control when climbing and swinging on vines. I do like being able to play as different characters depending on the level, but I don't do it on those levels as those other characters' powers differ greatly from playing as Tarzan. But kids will enjoy playing as the characters from the movie, especially that Rosie O'Donnell girl. Now she's funny. Note the sarcasm. Yes, Tarzan is a kid's game, a kid's game for kids who aren't really good at games. Sure, you might be caught off-guard by the difficulty found in middle to later levels, but the first few are easy. And yeah, you can finish the game without getting 100% (which makes you replay levels for maximum percentages), but most items are easy to obtain, and most levels aren't especially challenging. In fact, in one particular stage I've been hit 25 times or so and still didn't die. Overall, **kids will enjoy the simple gameplay.** FMV cut scenes straight from the movie and the game's Disney-like graphics. Hardcore gamers might think the game is decent, but certainly not involving enough for a purchase or a rental. **Shawn**

Tarzan was a great movie, and not bad as a video game. It's got great animation and richly detailed graphics, but **firing weapons is slow and clumsy.** By the time you pull out your arsenal of fruit to throw at jungle beasts they've already hit you a few times. It's a bit repetitive, but faithfully follows the plot of the movie. As an added bonus you can go back through the levels to find things you missed the first time 'round, and open up clips from the movie to watch any time you want. **Chris**

This may be a beautiful looking game that captures the spirit and look of the movie perfectly, but what a shame the gameplay is so derivative and dull. It may be aimed at kids, but that's no excuse for a complete lack of innovation. **Running around and jumping for icons gets old fast.** Sure, you get to play different characters, and the game throws in a different-styled level from time to time, but it's formulaic. Not being able to jump on baddies is weird too. **John**

Tarzan was a nice diversion from all the stuff I usually take very seriously (murder simulators, fighting games, etc.), so it was enjoyable on that level. But without that context, I'm not sure Tarzan would be my thing. The visuals are pure sugar-coating; they're good like a Crash Bandicoot. **The gameplay, on the other hand, was definitely geared toward younger gamers.** While I had no major "I want to break this controller in half" impulses, I did tend to get a bit dummied down. **Che**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	5



Publisher:	SCEA
Developer:	Appaloosa
Featured In:	*EGM* #115
Players:	1-4
Supports	Dual Shock
Best Feature:	A few interesting levels
Worst Feature:	Provides nothing interesting
Web Site:	www.playstation.com

You're probably wondering why we're reviewing Tiny Tank again. After all, we reviewed it back in issue 115. Well, I never actually made it to store shelves. But it's really going to be released this time, except now Sony's publishing it instead of MGM Interactive. In addition, there have been a number of so-called improvements made to the version we reviewed six months back. So here we go again, to see if the changes made to the original make this new version of TT any better. First, the slowdown is supposed to be fixed. Well, it's better than it used to be, but it's still there. **Even in the first level you see significant slowdown.** And it doesn't get any better as the game progresses. Next, the auto-aiming is supposed to be tweaked, but I couldn't see any difference. Lastly, the one thing that made the game original - Tiny's quips as well as the radio station chattering in the background - has been toned down. The rest of the changes are rather minor. It comes down to this: The old version of Tiny Tank was pretty sloppy overall, and didn't leave a lasting impression. The changes in this new version aren't substantial enough to allow for a higher score. And actually, the bar has been raised since our last review, so my score is lower. Tiny Tank should've been rebuilt from the ground up, not just tweaked. **Shawn**

I wasn't looking forward to this game since it was pretty bad the first time around. I figured it'd take a miracle to make this new version stand out from the crowd, and after playing it, I knew **a miracle didn't happen.** True, some of the old problems have been addressed, but they haven't actually been eliminated. And these days, there are just far too many worthwhile action games out there to sink your hard-earned money into Tiny Tank. **Shoe**

Tiny Tank has been made kid-friendly. The clever radio show dialogue has been cut substantially. Apparently **Sony thought the chatter contradicted the cartoony nature of the game.** Now you've got a cute slightly aged-looking, level-based 3D shooter. You won't have much trouble getting through the levels or beating the bosses. It's been watered-down enough for the average 9-year-old to handle. Even so, you may want to rent Tiny Tank first. **Dean**

I'm surprised by just how much this has changed in the time that it's been back in development. Graphically it doesn't suffer from slowdown as much, but do I feel that some of the character and attitude has been sucked out. Maybe I just have fond memories of it from before though. **As a 3D blaster goes, it's not bad.** I love the fact it uses both analog sticks and has a degree of strategy, but on the whole, the level design isn't massively inspired. **John**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	4	4



Publisher:	Nintendo
Developer:	Rare
Featured In:	*EGM* #118
Players:	1
Supports:	N/A
Best Feature:	Inventive quest
Worst Feature:	Damn cute animals
Web Site:	www.nintendo.com

Perhaps this is to appease the three gamers still waiting for Conker's Quest to arrive for the N64. For the rest of us, it's an action-adventure game that starts off slow, **but adds plenty of ingenious gameplay as the game progresses.** With tons of items, obstacles, mini-games and levels to find and explore, this is one of the better games you could buy for a younger gamer. Although the graphics aren't the greatest, they do the job in a children's storybook kind of way. Cute in that typical Rare way, this is a good game for taking on a long trip.

VISUALS	SOUND	INGENUITY	REPLAY
6	6	8	8



Publisher:	Sunsoft
Developer:	Sunsoft
Featured In	N/A
Players:	1
Supports:	N/A
Best Feature:	Unlimited continues
Worst Feature:	A bit tedious
Web Site:	www.sunsoft.com

What you have here is your basic multi-engine side-scroller, the kind of game that's been done to death on a variety of systems. **Looney Tunes isn't the worst game around, but with a bonafide classic like Super Mario Bros. Deluxe available, why bother?** Another minor gripe: The game contains absolutely no character voices. We realize this is Game Boy, but a "What's up, Doc?" or a "Th-Th-That's all, folks" might have gone a long way. Also, the trite levels (haunted pyramid, tropical island, etc.) do little to exploit the Looney Tunes license.

VISUALS	SOUND	INGENUITY	REPLAY
5	3	3	4

Motocross Maniacs 2



Publisher:	Konami
Developer:	Konami
Featured In	*EGM* #121
Players:	1-2
Supports:	Link Cable
Best Feature:	Track editor
Worst Feature:	Later tracks a bit too tough
Web Site:	www.konami.com

If you never played the original Motocross Maniacs—shame on you. You missed a fun, Excitebike-like Game Boy game that was pretty darn addictive. Don't repeat that mistake by passing up this sequel, which **packs even twistier tracks**, a two-player link mode and—better still—an intuitive track editor. You can assemble three custom courses (we like to fill ours with turbos and lots of corkscrew jumps), then pass 'em on to friends. Later tracks get obscenely hard, but never quite to the point where you wanna chuck your Game Boy into the river.

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	8

Pokémon Pinball

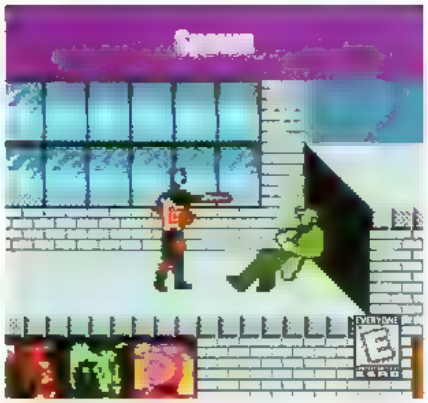


Publisher:	Nintendo
Developer:	HAL Laboratories
Featured In:	*EGM* #118
Players	1
Supports:	Rumble cartridge
Best Feature:	Lots of replay value, catching Poké's!
Worst Feature:	Nothing
Web Site:	www.pokemon.com

Gotta pinball 'em all! If you remember the classic portable pinball game Revenge of the Gator, you won't be in foreign territory here. The rumble from the Rumble cartridge is a nice addition and fits well with the game without being distracting (though the vibrating sound could be to some). As a pinball game, it's filled with plenty of extra stages and bonus levels that'll keep you busy for hours. There's also a built-in Pokédex so you can take a look at the monsters you've caught. Graphically, the boards are simple, but the strategy involved is **as deep as portable pinball gets.**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	9

Spawn

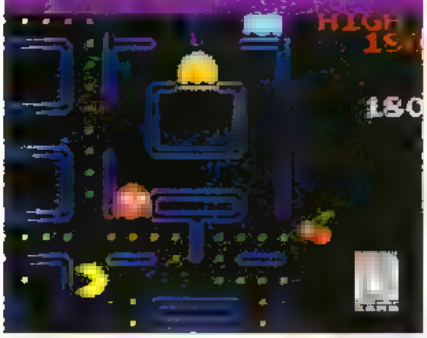


Publisher:	Konami CEA, Inc.
Developer:	Konami
Featured In:	*EGM* #118
Players:	1
Supports:	N/A
Best Feature:	The ability to turn it off
Worst Feature:	Being able to turn it on
Web Site:	www.konami.com

Just because a game is 8-bit in nature doesn't mean it has to be 8-bit in design. Whoever thought that walking from left to right (or driving from left to right, for that matter), with nothing more than a jump and punch button to manipulate, must have graduated from the Acclaim school of thought of the early '90s. **At best, it's a simple side-scroller that would be hard-pressed to entice even the youngest of gamers.** Spawn is a pitiful use of the license that anyone but the most dedicated fans would do best to avoid. Even die-hard fans might want to skip this one.

VISUALS	SOUND	INGENUITY	REPLAY
4	3	1	1

Pac-Man Special Color Edition

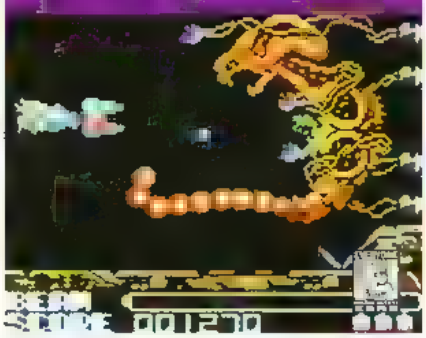


Publisher:	Namco
Developer:	Namco
Featured In:	N/A
Players:	1-2
Supports:	Link Cable
Best Feature:	Two games in one
Worst Feature:	Sloppy programming
Web Site:	www.namco.com

To think, this game caused quarter shortages in the '80s and inspired an entire album's worth of bad pop music. Actually, Pac-Man Special Color Edition is probably the most faithful portable Pac-Man adaptation ever, if you ignore a few troubling bugs, that is. **Crispin actually reported going directly through a blinking ghost on more than one occasion!** On the plus side, you also get a portable version of Namco's so-so Pac-inspired Tetris knock-off for the SNES, Pac-Attack. However, the game's playfield occupies about 1/4 of the screen, making it a real eye-strain.

VISUALS	SOUND	INGENUITY	REPLAY
5	4	3	6

R-Type DX

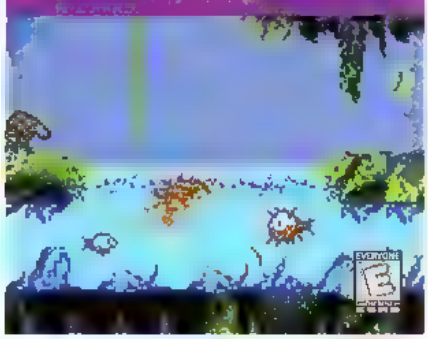


Publisher:	Nintendo
Developer:	Irem Software
Featured In:	*EGM* #119
Players:	1
Supports:	None
Best Feature:	Three games in one
Worst Feature:	High level of difficulty
Web Site:	www.nintendo.com

As far as side-scrolling shooters go, you can't get much more classic than R-Type. This version is truly deluxe—the combination of R-Type, R-Type 2 and R-Type "DX"—a hybrid version of both, means more bang for your gaming buck. The colorization is done well, but the controls seem a bit on the slow side, as does the overall speed of the game. **Those who are easily frustrated may want to stay away,** as the difficulty level is rather high. But anyone looking for a deep and entertaining shooter on the Game Boy, can't go wrong with R-Type DX.

VISUALS	SOUND	INGENUITY	REPLAY
6	6	7	8

Tarzan



Publisher:	Activision
Developer:	Activision
Featured In:	*EGM* #120
Players:	1
Supports:	GB Printer
Best Feature:	Great animation
Worst Feature:	Too much banana huntin'
Web Site:	www.activision.com

One of the most amazing things about this game is how it emulates the opening sequence of the actual movie itself. That's right, FMV on the Game Boy Color. Flashy intros aside, Tarzan reminds one of Aladdin for the Genesis with its fluid animation and lush graphics. While the first few levels are painful exercises in "finding the banana," the game picks up later as you can play as Tarzan, Jane and Terk. The controls are simple and responsive enough, making this **a painless experience for fans of the movie.** A well done, portable alternative to the PS game.

VISUALS	SOUND	INGENUITY	REPLAY
8	8	6	7



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Review Archive

EGM's Last 100 Reviews From EGM #115 – 121

	Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
Nintendo 64									
	A Bug's Life	Activision	Interesting Levels	It's A Sloppy Game	4.0	4.0	5.5	4.0	120
■	All-Star Baseball 2000	Acclaim	Amazing Depth, Great Graphics	So-So Commentary	9.0	9.0	9.0	8.5	118
	All-Star Tennis '99	Ubi Soft	Short Skirts On Them Ladies	Tough To Aim The Ball	5.0	5.5	5.5	5.5	121
	Air Boardin' USA	Agetec	Hoverboards!	High Learning Curve	1.5	2.0	1.5	3.5	121
	Beetle Adventure Racing	Electronic Arts	Awesome Course Designs	Not Enough Tracks	9.0	8.5	9.5	9.5	117
	Bottom Of The 9th	Konami	Scenario Mode	No MLB License	6.0	8.0	7.0	6.0	117
	California Speed	Midway	Silly Arcade Feel	An Overall Sloppy Game	4.5	4.0	4.0	4.5	117
■	Castlevania	Konami	Kick-Ass Game Design, Music	Frustrating Platform Gameplay, Camera	9.0	9.0	8.0	9.0	116
	Chameleon Twist 2	Sunsoft	Nice Graphics	Mindless Gameplay	3.0	4.0	4.5	3.5	118
	Charlie Blast's Territory	Kemco	Multiplayer Territory Mode	Touchy Control	5.0	6.5	5.5	4.0	119
■	FIFA 99	Electronic Arts	Realistic Gameplay	Frame-Rate... Again	8.5	9.5	8.5	9.0	115
	Fighting Force 64	Crave Entertainment	It Doesn't Have One	The Fact That It Exists	1.0	4.0	4.0	4.0	118
	Goemon's Great Adventure	Konami	Two-Player Co-Op Mode	Cheap Instant Deaths	7.5	8.5	7.0	8.0	118
	Hybrid Heaven	Konami	Interesting Fight System	Awkward Camera Problems	7.0	7.5	7.5	8.0	120
	Ken Griffey Jr.'s Slugfest	Nintendo	Arcade-Like Gameplay	Weak Sounds	8.0	7.0	6.5	5.5	120
▲	The Legend of Zelda: Ocarina Of Time	Nintendo	Absolutely Incredible Dungeons	Where's The Classic Zelda Music?!	10	10	10	10	115
	Magical Tetris Challenge	Capcom	New Garbage Blocks	Getting Hit By Those New Garbage Blocks	7.5	7.5	7.0	8.0	115
■	Mario Party	Nintendo	It's The Ultimate Party Game	Not So Great For Solo Play	8.5	8.5	8.5	9.0	117
■	Micro Machines 64 Turbo	Midway	Awesome Eight-Player Game	Having To Sit So Close To Your Friends	8.5	9.0	7.0	8.5	117
	Monaco Grand Prix	Ubi Soft	Solid Controls	Weak Frame-Rate	8.0	8.0	6.5	6.0	120
	NBA In The Zone '99	Konami	Much-Improved AI	Sub-Par Graphics, Animation	7.0	6.5	6.5	6.0	117
	NHL Blades Of Steel '99	Konami	Good Commentary	Bad Control	4.5	3.5	6.5	6.0	117
■	Quake II	Activision	Multiplayer Modes	Can't Save During Levels	8.5	8.0	9.0	8.0	120
	Rampage 2: Universal Tour	Midway	Saving The Original Characters	Gets Mindless After A While	6.0	1.0	4.5	5.0	118
	Shadowgate 64: Trials of 4 Towers	Kemco	Interesting Story Line	Sleep-Inducing Gameplay	4.0	4.0	6.5	6.5	121
	Snowboard Kids 2	Atlus	Cool Courses	Annoying Characters	7.0	8.0	7.5	7.5	116
	Star Wars: Episode I–Racer	Nintendo	Blazing Speed	Maybe Too Fast?	9.0	9.0	8.5	9.5	118
■	Star Wars: Rogue Squadron	Nintendo/LucasArts	Detailed Graphics	Extreme Difficulty Of Final Stages	8.0	8.0	8.5	8.5	115
	Superman	Titus	The Box Art	Just About Everything Else	0.5	4.0	2.0	1.5	120
■	Super Smash Bros.	Nintendo	Simple, Fun Gameplay	Lots Of Cheap Attacks	8.5	8.5	8.5	9.0	119
	Triple Play 2000	Electronic Arts	Lots Of Options, Features	Touchy Controls, Awkward Cameras	5.0	5.0	5.5	5.0	118
■	Turok 2: Seeds Of Evil	Acclaim	Hi-Res Graphics (w/RAM Pak)	Too Few Save Points	8.5	8.5	8.5	8.0	115
■	Vigilante 8	Activision	Co-Op Quest Mode	Music Is Pretty Non-Descript	8.5	9.0	8.0	8.5	117
	World Driver Championship	Midway	Gorgeous Graphics	Wanky Guitar Soundtrack	8.0	6.5	7.0	7.5	120
	WCW Nitro	THQ	Lots Of Moves	Mediocre Game Engine	6.0	3.5	5.0	3.0	118
PlayStation									
	3Xtreme	989 Studios	Two-Player Mode	Lack Of Analog Control	4.0	3.0	1.0	1.0	119
	Akuji the Heartless	Eidos	Original Concept	Not Particularly Difficult	7.5	8.0	7.0	6.0	116
	Alexi Lalas Intl. Soccer	Take 2 Interactive	Alexi Lalas Looks Funny	It's A Terrible Soccer Game	2.5	4.0	2.5	4.0	121
■	Ape Escape	SCEA	Innovative Use Of Dual Shock Analog	The Camera Can Get Annoying	8.0	9.0	9.0	9.0	121
	Army Men 3D	3DO	World War II Atmosphere	Crappy Controls, Analog Is Too Sensitive	5.0	6.0	6.0	6.5	119
	Baseball 2000	Interplay	Realistic Gameplay, AI	Sluggish Controls, Sloppy Graphics	5.5	5.0	5.0	4.5	119
	Big Air	Accolade	Big Air Mode	Choppy Two-Player Mode	4.5	4.0	3.5	6.0	118
	Blast Radius	Psygnosis	Slick Visuals	Flawed Save System	4.5	4.0	5.5	4.0	117
	Bloody Roar II	Sony Computer Entertainment	Effects-Laden Presentation	Too Easy	6.0	7.0	7.0	6.0	119
	Bomberman Fantasy Race	Atlus	Racing Requires Some Strategy	Poor Two-Player Mode	7.0	5.5	5.0	7.5	118
	Bugs Bunny: Lost In Time	Infogrames	Cartoony Visuals	Nasty Camera	5.5	5.0	4.0	3.5	121
	Bust-A-Move '99	Acclaim	There Isn't Any	Huge Step Backward From BAM 4	1.0	7.0	3.0	6.0	117
	Castrol-Honda Superbike Racing	Electronic Arts	Simulation Elements	Choppy Frame-Rate	6.5	5.0	3.0	4.0	120
	Centipede	Hasbro Interactive	Playing The Original Centipede	Graphics And Control	2.5	6.0	3.5	3.5	120
	Chocobo Racing	Square EA	Final Fantasy Atmosphere	Lacks Originality	7.0	5.0	4.5	7.5	121

	Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
	Civilization I	Activision	Epic Gameplay	Unbearably Long AI "Thinking" Times	9.0	9.0	8.5	9.0	116
	Contender	Sony Computer Entertainment	Easy To Get Into	Repetitious Gameplay	5.5	7.0	7.0	5.0	116
	Croc 2	Fox Interactive	Level Design And Graphics	Poor Control, Stupid Dialogue	4.5	5.0	5.5	5.5	120
	Destrega	Koei	Intense 3D Fights	Cheesy Voice Acting	8.0	7.5	7.0	8.5	115
	Echo Night	Agetec	Very Cerebral, Good Puzzles	Too Short, Not Cinematic Enough	5.5	6.5	6.0	6.0	121
	Ehrgeiz	Square EA	Quest Mode	Blocking System	7.5	6.5	6.0	6.5	119
	Exhumator	Psygnosis	Wah-Wah Guitar Soundtrack	Frustrating Aiming Controls	4.5	3.5	4.0	4.0	118
	FIFA 99	Electronic Arts	Best Soccer AI Around	Some Animations Repeat Too Often	9.5	7.5	9.0	8.5	115
	Fighter Maker	Agetec	Duh—Making Your Own Fighters	Fighting Engine Lacks Polish	8.0	9.0	8.5	8.0	119
	Fisherman's Bait	Konami	Two-Player Mode	Voice Commentary	7.5	7.0	6.0	7.0	116
	Freestyle Boardin' 99	Capcom	Number Of Courses	Another Average Snowboarding Game	4.0	3.0	5.0	4.0	116
	Gex 3: Enter the Gecko	Eidos	Tons Of Secrets And Objectives	Camera Still A Pain	7.5	7.5	7.5	8.0	118
	Guardian's Crusade	Activision	Packs A Few Cool Innovations	Too Many Useless Toy Helpers	5.0	6.0	6.5	4.5	117
	High Heat Baseball 2000	3DO	Umm...The Clouds Look Nice	Batting And Pitching Is A Chore	2.0	1.0	3.5	4.0	120
	Invasion From Beyond	GT Interactive	Very Nice Graphics, Frame-Rate	Difficulty Isn't Balanced	8.5	8.0	7.5	5.0	117
	K-1 Revenge	Jaleco	Convincing Realism	Jerky Camera	8.0	6.0	6.0	6.0	117
	Legend Of Legaia	Sony Computer Entertainment	Long Quest, Cool Battle System	Battles Tend To Drag On A Bit	8.0	7.5	7.5	8.5	117
	LUNAR: Silver Star Story Complete	Working Designs	Great Story, Nice Anime Scenes	Nall Sounds Like A Little Girl	9.0	9.5	8.5	9.0	120
	March Madness 99	Electronic Arts	Realistic Animation	Sluggish Frame-Rate	6.5	7.0	6.5	7.0	116
	Marvel Super Heroes vs. SF	Capcom	Much Better Port Than XMvSF	Still Missing "True" Tag-Team Play	7.0	7.5	8.0	7.5	116
	MLB 2000	989 Studios	Competitive Two-Player Games	Almost Exactly The Same As Last Year	8.0	7.0	8.0	6.5	119
	Monaco Grand Prix	Ubi Soft	Great-Handling Vehicles	Lack Of An F-1 License	8.0	8.0	6.5	6.5	120
	Monkey Hero	Take 2	Well, It's A Lot Like Zelda	Horrible Graphics And Animation	4.0	4.0	4.0	4.0	116
	Monster Seed	Sunsoft	Large Variety Of Monsters	Atrocious Dialogue	2.5	3.5	4.0	6.0	119
	NBA In The Zone '99	Konami	Great Animation	Sloppy AI	7.0	8.0	8.5	7.5	118
	NCAA Final Four 99	989 Studios	Great Player Moves	Too Many Easy Shots	7.0	7.0	7.0	7.5	116
	Need for Speed: High Stakes	Electronic Arts	Hot Pursuit Mode	Confusing Level Progression	8.5	9.0	8.5	8.5	118
	The Next Tetris	Hasbro Interactive	A New Twist On An Old Formula	Hard To Get Away From Old Formula	6.5	8.5	7.0	8.0	121
	Point Blank 2	Namco	Tons Of Variety	Quite Similar To The First Point Blank	8.5	8.5	9.0	8.5	119
	Populous: The Beginning	Electronic Arts	Controlling Primitive People	Clunkiness And Load Time	4.5	4.0	4.5	3.0	119
	Pro 18: World Tour Golf	Psygnosis	Decent Graphics	Crappy Interface	2.0	7.5	6.0	4.0	117
	R4: Ridge Racer Type 4	Namco	Graphics, Overall Design	Not Incredibly Challenging	8.0	9.0	9.5	8.5	119
	R-Type Delta	Agetec	Classic R-Type Gameplay	May Be Too Hard For Some	9.0	8.5	7.5	8.0	121
	R-Types	Ascii	Classic R-Type Gameplay	No Super R-Type, R-Type III Or R-Type Leo	7.0	7.5	8.0	6.0	116
	Rampage 2: Universal Tour	Midway	Hard To Say, Really	Pretty Much Everything	1.0	6.0	5.0	4.5	118
	Roll Cage	Psygnosis	Speedy Frame-Rate	Frustrating Vehicle Physics	6.5	6.5	6.0	7.5	117
	Shanghai: True Valor	Sunsoft	Two-Player Battle Mode	All The Tile Layouts Are Fairly Similar	7.0	6.5	5.5	6.5	119
	Silent Hill	Konami	Spooky Story	Dodgy English Translation	8.5	9.0	8.5	8.5	117
	Sports Car GT	Electronic Arts	Decent Gameplay	Somewhat Cartoony Graphics	6.5	6.5	5.0	4.5	118
	Star Ocean: The Second Story	Sony Computer Entertainment	Character-Skills System	Some Battles Frustrating	8.5	9.0	8.0	8.0	120
	Street Fighter Alpha 3	Capcom	World Tour Mode	Slight Animation Loss From Arcade	9.5	8.5	9.0	8.5	119
	Street Skater	Electronic Arts	Simple But Fun Gameplay	Trick System Is Too Simple	7.5	6.0	6.5	6.5	118
	Syphon Filter	989 Studios	Lots Of Cool, Original Stuff	Small Glitches That Add Up	8.0	6.5	8.0	8.0	116
	T.R.A.G.: Mission Of Mercy	Sunsoft	Separating Team Members	Controls	3.5	5.0	4.0	3.5	118
	Tai Fu	Activision	Simple, Old-School Gameplay	Flaky Camera Sometimes	6.0	4.0	6.5	5.5	117
	Triple Play 2000	Electronic Arts	Improved Frame-Rate	Cheesy "Trail" That Follows Ball	8.5	9.0	8.5	8.5	118
	Warzone 2100	Eidos	Customizable Units	Difficult To Control	7.5	7.5	7.5	5.0	120
	Wheel Of Fortune	Hasbro Interactive	Playing With Friends	No Pat Sajak	8.0	7.5	7.0	8.0	116
Game Boy/Game Boy Color									
	Legend Of Zelda: Link's Awakening DX	Nintendo	Classic Zelda Gameplay	New Dungeons Kinda Lame	9.5	9.0	9.5	9.0	116
	The Smurfs' Nightmare	Infogrames	Nice Graphics	Mindless Gameplay	4.5	5.5	3.0	4.5	121
	Super Mario Bros. Deluxe	Nintendo	Loads Of Extras	Vertical Scrolling Can Disorient You	9.5	8.5	8.5	8.5	121

Reader Reviews

Here's your chance to vent your views on recently released games. If you have something you think needs to be said about either one of our reviews or a game you've recently bought, e-mail us your thoughts at review_crew@zd.com or write to us at the following address.

EGM Reader Reviews, P.O. Box 3338, Oak Brook, IL 60522-3338

Super Smash Bros.

What we said:

"SSB is a great party game whose Nintendo-heavy themes work well... one of the most unique, entertaining fighting games I've ever played...the multiplayer and team modes are what make this game so much fun..."

How we rated it:

8.5 8.5 8.5 9.0

What you said:

Super Smash Bros. kicks every form of ass that exists... definitely the party enthusiast's game of choice. Ha. Laboratories was right on when they made this game— it's the best fighting game I've ever played, mostly because of the four-player chaos that can occur. Love the innovation of having to throw your opponents off a cliff, and the spectacular comebacks you can make. I also love hitting people with and throwing the baseball bat at people. Sometimes it gets a little hard to see your character, but unless you like being deprived of great things, I couldn't see any reason not to recommend this game.

Don6814@aol.com

Fighter Maker

What we said:

"There's nothing like it on any U.S. console...it'll take you a long time to get the hang of FM, but it's well worth it...be prepared to spend hours with this one..."

How we rated it:

8.0 9.0 8.5 8.0

What you said:

This is simply the worst PlayStation game I have ever played. People anticipated this for weeks. Making your own fighter and even making his movements would have provided months of entertainment. But when I turned the game on I soon realized

"I don't give a s* about the way Skullomania dances around.."**



you can't even make the fighters! All you can do is select a premade fighter and design his or her actions. I don't give a s*** about the way Skullomania dances around. I wanted to make my friends, teachers and other such people from real life. Imagine it as Warzone's editor, but all you can do is assign Stone Cold his moves. Only buy Fighter Maker if you want to flush 40 bucks down the crapper.

Joe Doheney
WackyIraqy@aol.com

Super Mario Bros. Deluxe

What we said:

"Even the most hardcore SMB players will have plenty of new challenges to face...a nearly perfect companion to every GBC owner out there...the two player link game is a blast...another must-buy for Game Boy Color..."

How we rated it:

9.5 8.5 8.5 8.5

What you said:

Thank God Nintendo didn't change any of the music or sound effects like they did for Tetris DX. It's a great game that shouldn't disappoint fans of the original. I can't wait for Super Mario 2 & 3.

Darknite39@aol.com

Lunar: SSSC

What we said:

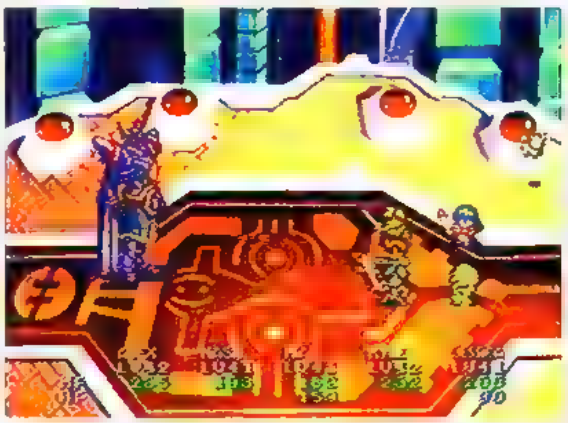
"This is easily the most well-written RPG I've ever played ..Lunar is as engaging as it gets...combat in Lunar is all about strategy...the big draw here is the story...Lunar's plot, writing and voice acting are about the best you'll find..."

How we rated it:

9.0 9.5 8.5 9.0

What you said:

Hats off to Working Designs for finally doing this game justice. Lunar: SSS Complete is a remake with a vengeance, improving every aspect of the original Sega CD version and turning an excellent RPG into a phenomenal one. The characters from the original have been given depth and dimension, the story from the original has vastly improved, and the animation sequences from the original have become something else entirely.



Working Designs' trademark campy yet quirky dialogue is present, as is some unparalleled voice acting, save for a few bothersome exceptions (namely Nash, whose pissy set of pipes would almost be tolerable were he not as arrogant as a mountain). Lunar SSS Complete is a marvelous game and is highly recommended to anybody who enjoys fun.

Forrest Kieffer
amish_rodeoclown@hotmail.com

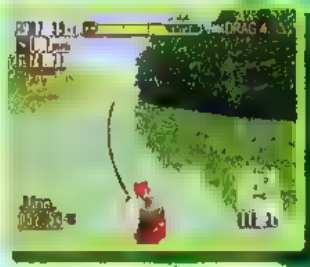
"Hats off to Working Designs for finally doing this game justice."

How Does Your Rod Measure Up?









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With its exclusive Dual Shock® compatible rod and reel controller, Bass Landing sets the standard for true-to-life fishing action. Now you can cast, set the hook, and reel them in just like real life. So pack your tackle box, pick up some cold ones, and grab your rod, 'cause fishing season is now open.

- Game is bundled with custom designed fishing rod/reel controller
- Solo or tournament modes
- 5 challenging lakes, 14 species of fish
- Cast side arm, overhead, or skip
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- Dual shock compatible
- Stock your tackle box from 50 different rods, reels, rigs, and lures



PlayStation

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ASCII GAME ENTERTAINMENT TECHNOLOGY

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Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to:

Tricks of the Trade
P.O. Box 3338, Oak Brook, IL 60522-3338
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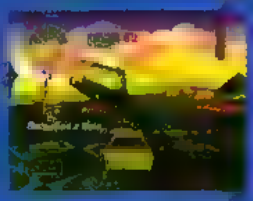
Tricks of the Trade

By Trickman Terry • tricks@zd.com

TRICK OF THE MONTH







Vigilante 8
(N64)
Special [illegible]

To find a hidden [illegible] go to the Title Screen and [illegible] the Options Menu. [illegible] go to the Password Screen and enter the code: DDDDDDDDDDDDDDDD [illegible] in for the password. You will [illegible] an icon appear in the middle [illegible] the chart. This will confirm that the level is open. Now just choose your character and begin the game to play [illegible] Dr[illegible]

Hey, send us your cool new tricks and win cool prizes!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct, and a Pro Shock controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 241 for rules.

NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.

THE GAMESHARK CODES OF THE MONTH

NINTENDO 64

A Bug's Life
Infinite Health
81161220e004
Infinite Lives
8e161238e009

Chameleon Twist 2
All Levels
8e16450e003f

Star Wars-Episode 1-Racer
Have All Characters
811139740070
811139761fff
Have All Tracks
811139681fff
811139641fff

PLAYSTATION

Contipede
Infinite Lives Adventure Mode
8e0b99f8e004
Infinite Lives Arcade Mode
8e095dcc0e03

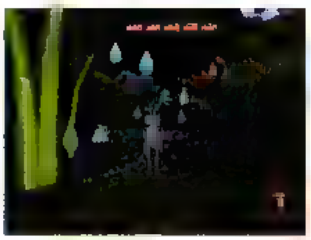
Lunar: Silver Star Story Complete
Instant Level Up To 99
8e028ace2400

T.R.A.G.
AP Ammo
8e09812a0307
HP Ammo
8e09812a0307
Infinite Health
8e11ade90efa

NINTENDO 64

A Bug's Life
Level Select

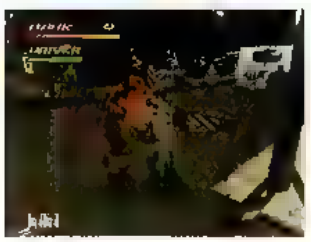




At the ant hill off the main screen hold C-Up + C-Down + C-Left + C-Right + Z and press R. An arrow will appear to confirm correct code entry.

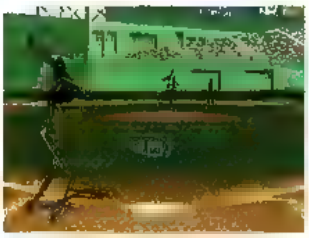
Fighting Force 64
Level Select and Invincibility

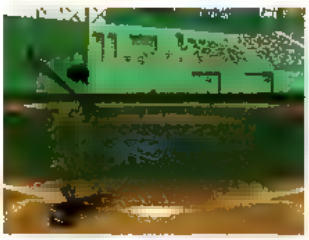




On the Main Menu Screen, hold L button+ Z button+ C-Up+Down-C. This will take you to the Character Select Screen in a few seconds. From there you may press Left-C or Right-C to choose your beginning level. You will also begin the level with invincibility.

Ken Griffey Jr.'s Slugfest
More Visual Codes





Big Feet
Go to the Create A Player option and type "CODE" for the first name and "BIGFOOT" for the last name. You will hear a confirmation sound.

Flat Team
Go to the Create A Player option and type "CODE" for the first name and "STEAMROLLED" for the last name. You will hear a confirmation sound.

Invisible Players
Go to the Create A Player option and type "CODE" for the first name and "INVISIBLEMAN" for the last name. You will hear a confirmation sound.

Big Heads
Go to the Create A Player option and type "CODE" for the first name and "BIGGHEDZ" for the last name. You will hear a confirmation sound.

Thin Players
Go to the Create A Player option and type "CODE" for the first name and "TOOTHPICK" for the

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last name. You will hear a confirmation sound.

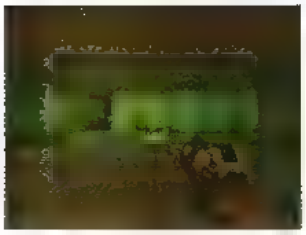
Little Players

Go to the Create A Player option and type "CODE" for the first name and "LODGELEAGUE" for the last name. You will hear a confirmation sound.

Quake II

Timed Mission



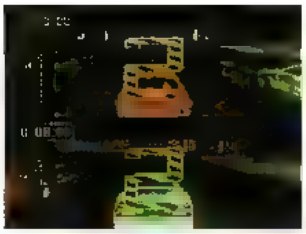


First, make sure you have no controller pak in the control pad. On the Title Screen where you see Start and Options, highlight Start and enter it. On the Mode Screen, choose a Single game. On the Start Game Screen, choose Load. When it asks you for a controller pak, choose the "Do Not Use" option. This will bring you to the Password Screen. Now enter "FBBC VBBB FBBC VBF7" as your password. You will automatically be brought to a timed game and it will be called Mission 0.

Rush 2

Tag Mode

Choose the Practice Mode with two players. Then after both players have selected their cars, press Up-C a couple of times during the countdown. When the game begins, the word "It" will





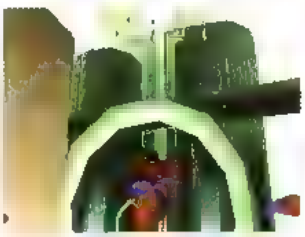
appear on the second player's half of the screen. The player who is not "It" becomes "It" when his/her car is hit by the other player or destroyed. A timer will keep track of how long the current player has been "It."

Superman

Level Select

First begin a one-player game. Play until you get the option to save the game on the controller pak. Save the game, then reset.





Select the Load Game option from the Main Menu, then choose the game that was saved. A prompt to insert a rumble pak will appear. Hold L + B for approximately one second, then press A. A Level Selection Screen will appear that allows any mission to be played under the current difficulty setting. Note: The difficulty setting may be changed by entering the Option Screen from the Main Menu.

PLAYSTATION

Ape Escape

Save Your Life

After you fall off a cliff, press the Start button and then press Square to exit. Now you will go to the Time Station and begin at the level you left off with the



same amount of lives you had before you fell off the cliff. Make sure you press the Start button before you fall too far!

Big Air

Courses, Special Races and Boards

All Courses

TOP 10 TRICKS

The top 10 games of the last month given the full-on Trickman treatment:

1. Pokémon (Blue) (GB)

Fight Safari Zone Pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin, you must have a Pokemon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

cont. on pg. 227

DEXDRIVE SITES OF THE MONTH

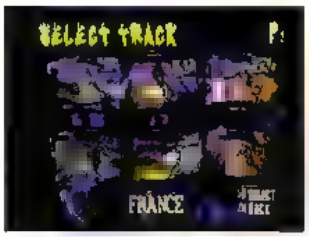


PlayStation:
http://www.psxmax.com/cheats/dex/index.html
http://geocities.com/Area51/Shuttle/4921/psxsaves.html
http://consoters.stomped.com/Console/codes/Dexdrive/dexfiles.html

Nintendo 64:
http://www.geocities.com/TimesSquare/Corridor/8554/N64Saves.html
http://www.members.home.net/link007/003.htm
http://www.nintendozone.com/dexdrive3.html

Both:
http://www.mindspring.com/~magiks/
http://www.geocities.com/TimesSquare/Arcade/6625/start.html

At the Main Menu Screen, quick ly press Right, Left, R ght, Left, C rcle, Square, Circle, Square, then select any Freeride Mode.



Race against Shawn Palmer
At the Main Menu, quickly press Square(8) Then, fin sh the first track n World Tour Mode in First place to race against him in the next race

Race against Mike Beallo
At the Main Menu, qu ckly press Square(6), Circle(2) Then, finish the first track in World Tour Mode in first p.ace to race against him in the next race

Race against Nicola Thost
At the Main Menu, qu ckly press Square (7), Circle. Then, fin sh the first track in World Tour Mode in first place to race aga nst h m in the next race

Race against Ian Spiro
At the Main Menu, quickly press Square(6), C rcle, Square Then, finish the first track n World Tour Mode n first place to race aga nst h m n the next race

Race against Ross Powers
At the Ma n Menu, quickly press Square(5), C rcle, Square(2) Then, fin sh the first track n World Tour Mode in First p ace to race against him in the next race

Race against Fabien Rohrer
At the Ma n Menu, quickly press Square(5), Circle, Square, Circle Then, fin sh the first track n



World Tour Mode n first place to race against him in the next race.

Big Air board
At the Main Menu, quick y press Right, Left, Right, Left, Square(3), Circle. Then at the Board Se ection Screen, choose



the Pitbu l

TD5 board
At the Main Menu, qu ckly press R ght, Left, Right, Left, Square(2), C rcle, Square Then at the Board Select on Screen, choose the P tbull

Steve's board
At the Ma n Menu, qu ckly press R ght, Left, Right, Left, Square(2), C rcle(2) Then at the Board Se.ection Screen choose the Pitbul

Jimmy's board
At the Ma n Menu, quickly press R ght, Left, Right, Left, Square, C rcle(3) Then at the Board Se ection Screen, choose the Pitbull

John's board
At the Ma n Menu, quickly press Right, Left, R ght, Left, C rcle, Square,3) Then at the Board Se ection Screen, choose the Pitbull

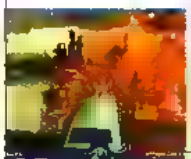
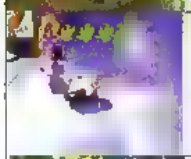
Daniel's board
At the Ma n Menu, quickly press Right, Left, R ght, Left, Circle, Square,2), Circle Then at the Board Selection Screen, choose the P tbull.

Fire board
At the Main Menu, quickly press Right, Left, Right, Left, Square, C rcle, Square(2) Then at the Board Selection Screen, choose the P tbull

Angel board
At the Main Menu, quickly press Right, Left, Right, Left, Square, Circle, Square, Circle Then at the Board Selection Screen, choose the P tbull

Accolade board
At the Main Menu, quick y press Right, Left, Right, Left, Square, Circ e,2), Square Then at the Board Selection Screen, choose the P tbull

TOP 5 INVINCIBILITY CHEATS OF THE MONTH

	FOR WHAT GAME?	WHAT DOES IT DO?	HOW DO YOU DO IT?	RATING
	VIGILANTE 8 (N64)	DUH!	From the T t e Screen access the Options Menu n the Options, go to the Passcode option and enter t V NG FOREVER for no damage (invinc b l ty) One of those "duh...why didn t I think of that?" codes.	ooo
	WIPEOUT 64 (N64)	TAKE A WILD GUESS	Wh le standing on your head and wh st ng the theme tune from *Dallas*, hold Z+L+R while p aying and then press these buttons. Up-C, Down C, Left-C, Right-C, Up C, Down C, Left-C, Right-C	o
	ARMY MEN 3-D (PS)	SEE #1	After you have started the miss on, press Start to bring up the Pause Screen This code must be done within about two seconds to work To make Sarge nv ncible, press Square, Circ.e, L1, L1+L2 (simu taneous.y)	oooo
	GEX 3: DEEP COVER GECKO (PS)	UM, LIKE, IT MAKES YOU NOT DIE, AND STUFF.	To make GEX invinc ble, press Start to pause the game and ho d L2 W th L2 he d press Down, Up, Left, Left, Tr angle Right, Down Now you won't lose any paws when you are hit!	oo
	TAI FU: WRATH OF THE TIGER (PS)	WHAT PART OF INVINCIBLE DIDN'T YOU UNDERSTAND?!	In order to p ay th s unimspiring game for even .onger without gett ng kil ed, try the following R2 Triangle, R2, Left, Right, R2 Enemies wi , now have no effect Hurrah and indeed, huzzah	oooo

Croc 2

Start Game With 9 Heartpots
On Tit e Screen, ho.d down R1 and then press Left, Left, Down, Circ e, Square Square You'll hear a confirmat on sound



Max Out Your Crystals
On Tit.e Screen, hold down L1

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and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the



code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like for a maximum of 9999!

Driver

Many Cheats

Go to the Main Menu /Title Screen and enter the tricks as shown. To activate the cheats,



move right until you highlight the police car and then access the Cheats Menu.

Show Credits

At the Main Menu rapidly press L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1. The Credits option will now be unlocked in the Cheats Screen.

Invincibility

Press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1. The Invincibility option will now be unlocked in the Cheats Screen.

No Police Chases

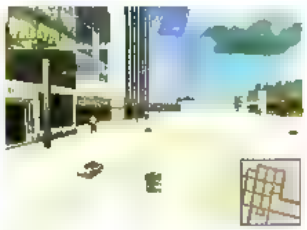
At the Main Menu rapidly press L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2. The Immunity option will now be unlocked in the Cheats Screen.

Steer with Rear Wheels

At the Main Menu rapidly press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1. The Rear Wheel option will now be unlocked in the Cheats Screen.

Small Cars

At the Main Menu rapidly press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2. The Minis option



will now be unlocked in the Cheats Screen.

Long Suspension

At the Main Menu rapidly press R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1. The Stilts option will now be unlocked in the Cheats Screen.

Flip Screen Upside Down

At the Main Menu rapidly press R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1. The Antipodean



option will now be unlocked in the Cheats Screen.

Hello Kitty's Cube Frenzy

Bonus Options

When "Push Start" appears at the Title Screen, press Up, Up,



Down, Down, Left, Right, Left, Right, Down, Up. If you entered the code correctly, you will hear a sound. Then, press Start to access new options including hidden modes and viewing the ending FMV sequences.

Lunar: Silver Star Story Complete

Lords Of Lunar Mini-Game



Lunar: Silver Star Story Complete

Lords Of Lunar Mini-Game

Hidden Option of the Month

King Of Fighters Dream Match '99 (Dreamcast)

Full Pause Screen
Pause the game and press X + Y. This will get rid of the "Pause" word for cool freeze frames!

Bonus Characters
At the Character Selection Screen, highlight the normal version of one of the following fighters, then hold Start and press any button:

Kyo Kusanagi
Terry Bogard
Andy Bogard
Joe Higashi
Ryo Sakazaki
Robert Garcia
Yuri Sakazaki
Mai Shiranui
Billy Kane
Orochi Yashiro
Orochi Shermie
Orochi Chris
Omega Rugal

TOP 10 TRICKS (CONTINUED)

2. Pokémon (Red) (GB)

Find Codes
Find more tricks for this game and send them in!

3. NFS: High Stakes (PS)

Hidden Vehicles
Police Helicopter:
Enter the "Game Option" Screen and select the "User Name" option. Then enter WHIRLY as your player name. The helicopter is available in Test Drive Mode only.
Phantom Car:
Enter the "Game Option" Screen and select the "User Name" option. Then enter FLASH as your player name for the Phantom car.
Titan Car:
Enter the "Game Option" Screen and select the "User Name" option. Then enter HOTROD as your player name for the Titan car.

4. Triple Play 2000 (PS)

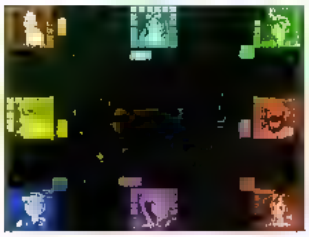
Cool Codes
Automatic Home Run:
When at bat, hold L1+L2+R1+R2 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm.
Automatic Strikeout:
When pitching, hold L1+L2+R1+R2 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.
EA Dream Team:
Start an Exhibition game. At the Team Select Screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right.
You should hear a voice to confirm entry.

5. Syphon Filter (PS)

Level Select
Pause the game, go into the Options Menu. Highlight the Select Mission option, then

tricks@zd.com

We want your tricks! Plus, next month, we want to feature as many DREAMCAST games as possible. Send us anything you have.



nsert the "Making Of Lunar" disc. Then when the video sequence of the making of the game begins, press Up, Down, Left, Right, Triangle, Start. You will then be taken to a new Title Screen called, Lords Of Lunar! You and one other player can battle against six computer players for a total of eight players. You can choose your character for the castle you defend, set up your options and more!

CODES, CHEATS AND STRATEGIES ON THE WEB

Codes and strategies for N64 games:
http://members.xoom.com/buzzsaw/index2.htm



Nintendo 64 codes:
http://www.flash.net/~mfry/n64/



Cheats for PlayStation titles:
http://www.gamecheat.net/



Cheat archive for PlayStation:
http://psxcheats.cheating.org/



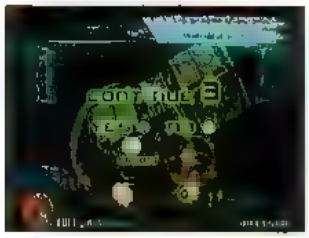
Video game cheats for new and older systems:
http://www.geocities.com/TimesSquare/Arcade/8951/



R-Type Delta

Multiple codes





Level Select
Use the bombs more than 10,000 times.

9 Credits
Gain over three hours of gameplay.

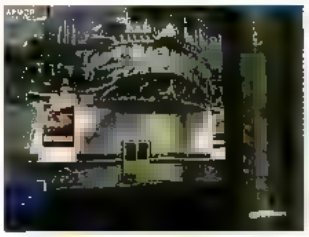
Free Play Mode
Gain over six hours of gameplay.

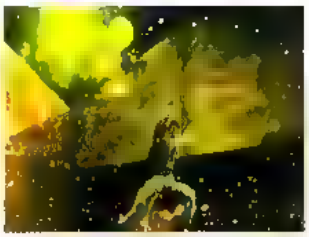
Power Armor
Beat the game in "Human" or higher difficulty setting, or by playing the game over 100 times.

Syphon Filter

Cinema Code

When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is the fence and the elevator, on the left is an alley. Go down the alley



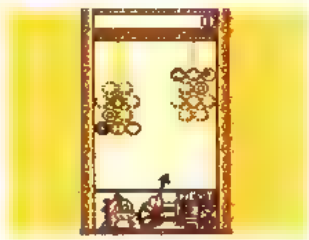


and you should be in a street with flaming squadcars at the end. On the left side are three doors. Use the sniping mode to look up, and it should say THEATER above the right door. Go up to the door and pause the game. Keep MAP highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say "Got it" after you enter the code. When you press Start again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

GAME BOY COLOR

Bust-A-Move 4

Extra Puzzles



On the Title Screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

TOP 10 TRICKS (CONTINUED)

press and hold Left + L1 + R1 + Select + Square + X.

All Weapons and Unlimited Ammunition
Pause gameplay and highlight the "Weapons" option. Hold Right + L2 + R2 + Circle + Square + X (in order). Note: Only the weapons normally available during the current level will become selectable.

6. Mario Party (N64)

Special Title Screen
Collect a total of 100 stars and defeat Bowser once and for all on the hidden adventure board, Eternal Star. After all of this has been done, you will have earned the special Congratulatory Title Screen!

7. Super Smash Bros. (N64)

Borrow a Life
Do this trick if you are defeated in a multiplayer match. If your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+Start.

8. MLB 2000 (PS)

Heavy Hitter
Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

9. Army Men 3-D (PS)

All Weapons
After you have started the mission, press the Start button to bring up the Pause Screen. This code must be put in within about two seconds to work. Square, Circle, R1, L1, R1+R2 (Simultaneously)

10. Legend of Legaia (PS)

Hidden Magic Spell
After defeating the final Songi, pick up the Dark Stone at the base of the Genesis Tree in the West Voz Forest. Go to Jeremi and talk to Zalan. Get the Dark Talisman to be able to use the hidden Dark Ra-Seru Jedo spell.





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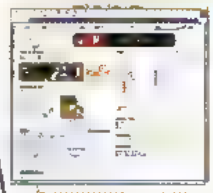
Get Some!

Cool stuff you could probably live without, but shouldn't



Get Creative With This MP3 Player

Creative's [illegible] is the next generation of portable MP3 players. The advanced model not only comes with 64 MB of RAM on board and a PC docking station (pictured above with unit inserted), it features an FM tuner and a built-in mic for voice recording. You can also upgrade the RAM if need be. Perfect for the traveling journalist or MP3 junkie.
Price. Around $250 (64 MB version), $170 (32 MB version)
www.nomadworld.com



For any and all information about MP3 music, news, technology, hardware, software and more, check out **www.mp3.com**. In addition, the site offers all kinds of free music from unsigned and signed artists (a lot of which is completely legal). It's truly the source for information on the up-and-coming MP3 format.



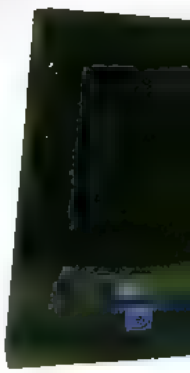
Light, Loud and Detachable

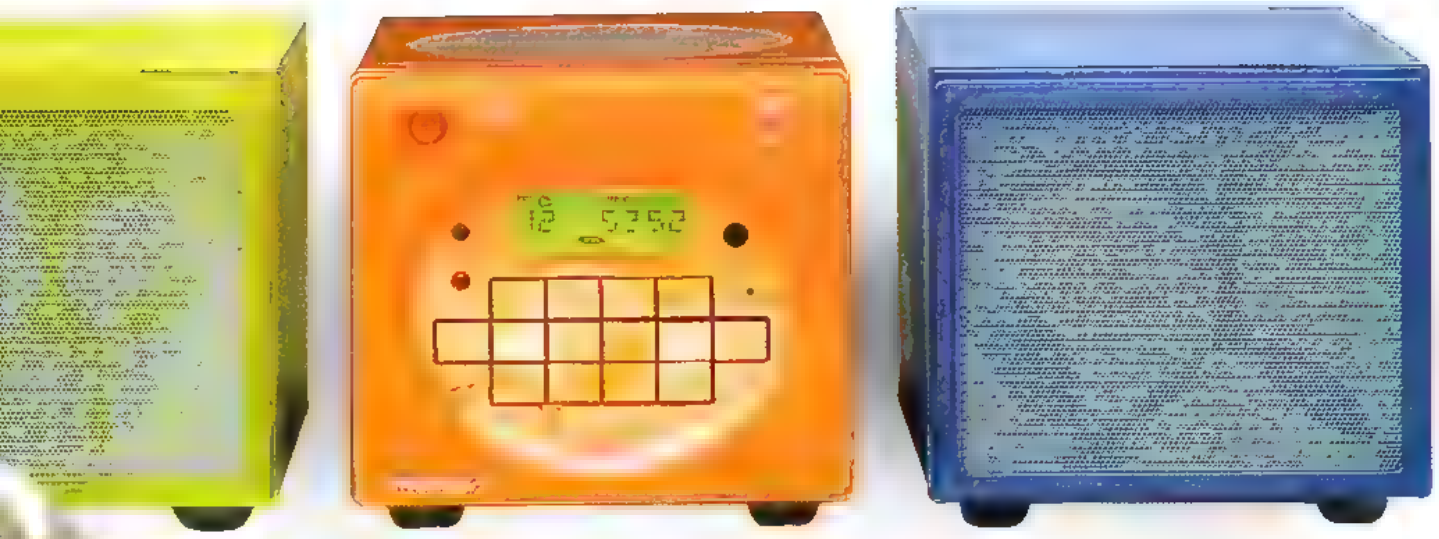
If you've ever gotten sick of cheapy headphones that break after a couple of weeks, consider spending a little more on these high-quality [illegible] from Sennheiser. They're ultra light, have incredible sound and feature a detachable cord. And get this—they adapt to the shape of your head as you wear them. Coo
Price. Around $100
www.sennheiser.com



The iMac of Discmen

Seems like semi transparent blues and whites are in right now, but we can't say we mind. After all, we get rad-looking items like the [illegible] from Sony because of it. The unit features a 20-second memory buffer to eliminate skips, and 14 hours of battery life from just two AAs. It also comes with a carrying strap.
Price: Around $140
www.sel.sony.com/SEL/consumer/ss5/portable/

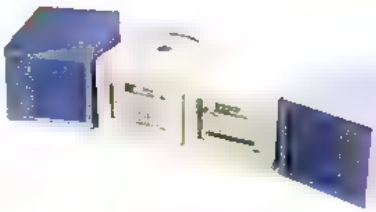




Neo-Retro Stylings, Qubed

Something about [illegible] from Pioneer looks downright edible. Maybe it's a lot of the bright colors it comes in. Above is the Rainbow Rave and to the right is the French Bleu. All units in the line come with two speakers, a top-load ng CD unit and AM/FM tuner plus a remote. There's also a stylish MD add-on you can buy for $330.

Price: Around $220 **www.pioneerelectronics.com**





How That's Sharp

The new [illegible] from Sharp [illegible] packed full of high-tech features. It has 40-second shock memory, digital input and built-in mic, editing features on board, automatic sychro start when recording and a whole lot more. You can't go wrong.

Price: Around $400

www.sharp-usa.com

Music on the Web

A collection of music news and info
www.sonicnet.com

A HUGE selection of music you can buy
www.cdnow.com

Another music news and info site
www.launch.com

Not as snazzy as CD Now but still good
www.buymusic.com

Music news, chat and auctions
www.music.com

A well-assembled music buying site
www.quickmusic.com

Listen to new music here for free
www.listen.com

Commercial-free Internet radio
www.dmxmusic.com

Any and all news about music/artists
www.musicnewswire.com

And there's always good, old MTV
www.mtv.com





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Cost of Development Death of Innovation?



John Davison



Crispin Boyer



Chris Johnston

John: I'm getting really frustrated with how lame softcos are about taking risks w th content There are some cool games coming out n the next six months, but there are an awful ot of th ngs that have just made me think "yuck...wimps!" T ny Tank is a perfect example—the soundtrack (the best bit of the game when we saw it six months ago) was deemed "too adult" so it has since been toned down, thus making the game another generic, crappy action/shooter This, and th ngs .ike Thrill Kill getting canned...the fact that more "interesting" ideas get ignored (dating sims, etc) are proof of rampant conservatism among conso.e publishers in America. Few companies wil. take a risk, and we end up with boring generic p.atform nonsense i ke Tarzan.

Crispin: That's why I hope games like Driver and Ris ng Zan and Ape Escape and some of the stuff on Dreamcast like Armada are really successful. They have a lot of fresh ideas. They make this job so much friggin' fun. Jgh. I'm so sick of stuff like Duke Nukem and Tarzan and Air Boardin' USA. They're just same-ol', same-ol' stuff that may be wel. put together, but they're really bor ng and forgettable. I mean take Ape Escape 'll .ook back on that game years from now and remember how cool it was. I'm not gonna remember Tiny Tank I'm really curious about Shenmue though. mean, 't looks like it's gonna take every type of game ever and cram it into one super 16-installment or whatever masterpiece I guess that's really bold of Suzuki to take such an epic approach. But is it gonna work?

John: It's good when the bold ideas get big budgets (like Shenmue). .ook at Metal Gear Solid...the idea of doing something .ike a movie had long been poo-pooed by people after all that FMV rubb sh on Sega CD and 3DO. The momentum behind the game was staggering though and it sold We need more original stuff...back in the 8-Bit days, people would make games about anything. On the Commodore 64 there were games set at school, or even with you playing a barman. Remember Tapper? You wouldn't see stuff .ike that these days. Everything's become a generic rehash of someth ng else Look at Rising Zan...they couldn't even make the r m nd up which cliché to go with on that so they mixed them up. Cowboys and n njas. Hmmm.

Chris: In the days of 8-Bit, development costs were cheaper so companies were w..ing to take risks. Nowadays, game development costs can be millions of dol.ars, so instead of taking a risk on something no one's ever done, compan es are fit with pumping out a cookie-cutter game that costs less but w ll make money even if t sells l ke crap Take the Game Boy Color market that's f.led to the brim with garbage, just because companies know even crap games wi. sell f they're attached to b g licenses There's go ng to have to be a serious shakedown in the Game Boy Color market, because the on.y company making quality games is Nintendo. think the reason like Rising Zan s that it has a very retro 8 Bit feel to it, and it's so absolute.y bizarre that it's fun to play. Most compan es wouldn't glance twice at it simp y because it's not Metal Gear, Tomb Raider or Quake. Games like that never get the most innovation because everyone's try ng to do them

Crispin: I hate to th nk we're doomed to mostly derivative games forever because the suits are too chickensh*t to take any chances. do think a lot of the innovative stuff coming up w.l be on the multiplayer side of th ngs Sega's gonna rea .y be pushing online play starting next year, and know they have some novel deas brew.ng other than the boring ol' deathmatch or real time strategy stuff we see on the PC remember a ong t me ago Shigeru M yamoto was ta king about a four-p.ayer N64 game that had each player control.ng a different limb on the same robot, and they'd go around like Voltron and fight other monsters and stuff. That sounded rea.y cool I love co-op stuff like that

John: But what are the chances of us see ng t? Th s is what bothers me about PS2 as we.l. Are games going down the same road as b.ockbuster movies? Is Lara Croft the Will Smith of gaming?

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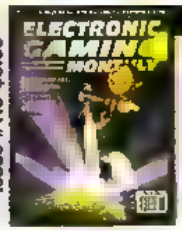
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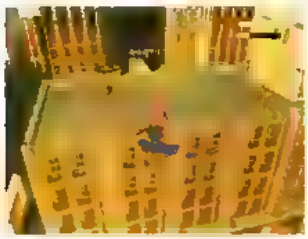
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October 1999

On sale Sept. 7

All Things Spider-Man

We'll have a full preview of the games for the PlayStation and N64 plus info on the new TV series, the comic book and we'll even be interviewing people from Marvel Comics.



Judging by this shot, Spider-Man is looking very good.



- Reviews: Final Fantasy VIII, WWF Attitude, NCAA College Football 2000
- Reviews: All the Dreamcast launch games
- Previews: Madden NFL 2000 for the N64
- News: "Scoop" Johnston brings you the latest on the DC
- Tons of Tricks for the DC launch lineup + Official GameShark codes
- News on Square's next batch of games

ELECTRONIC GAMING MONTHLY

Official U.S. PlayStation Magazine

Sept. 1999

On sale Aug. 17

Final Fantasy and Football

It's finally football time again, and *OPM* will have the only truly in-depth look at Madden NFL 2000 and NFL GameDay 2000. Also, in addition to tons of reviews and previews, we'll have a feature story on Final Fantasy VIII.



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- Umjammer Lammy
- Chocobo Racing
- Pong
- Sled Storm
- Monaco Grand Prix

Non Playables:

- NFL GameDay 2000
- NCAA GameBreaker
- Vigilante 8: Second Offense
- Toy Story 2
- Thrasher: Skate and Destroy

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Sept. 1999

On sale Aug. 24

Get Some Attitude

XG breaks down what looks to be the hottest wrestling game of the year in WWF Attitude. With our moves and strategies, you'll be laying down the smack 'n no time. Next month's issue will also feature our long-awaited Legacy of Kain: Soul Reaver strategy. Our maps will make sure you make it through this challenging 3D adventure. Finally, take a road trip and leave the fuzz behind with our Driver guide.

- Attitude moves for all wrestlers
- Detailed Kain walk-through
- Maps and strategies for Driver
- Pokémon Pinball quick-hit



Dominate the mat with XG's Attitude guide!

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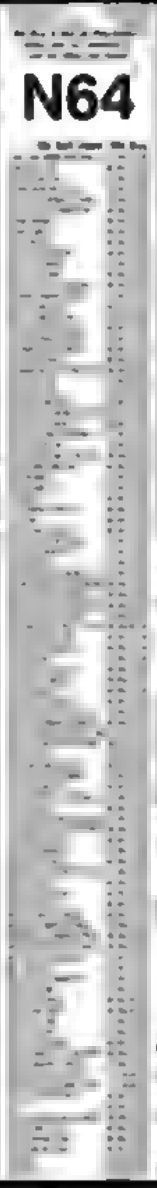
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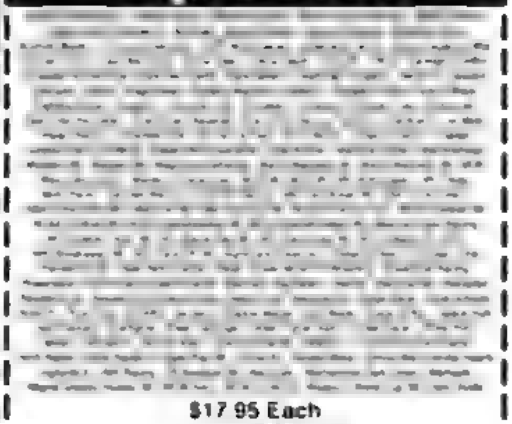
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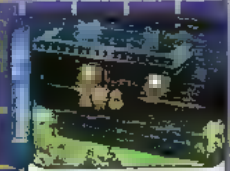
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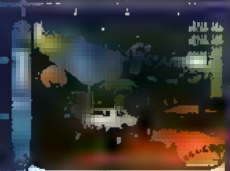
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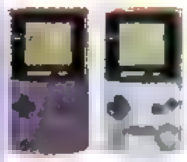
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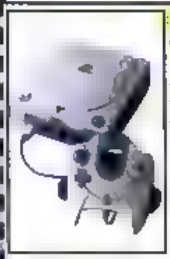
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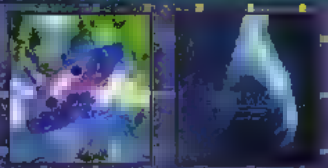
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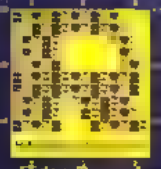


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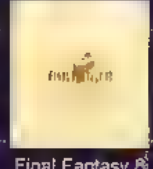
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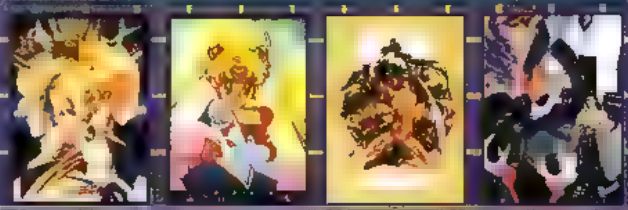
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